Romance of The Three Kingdoms VIII

EVERYONE

E

CONTENT RATED BY ESRB

KOEI™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game - dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions - IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherals not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

CONTENTS

GETTING STARTED 2
STARTING UP 3
GAME BASICS 4
- Game Flow 5
- Council 6
- Tasks 7
- War Council 8
- Battle 9
- Game Controls 10
- Getting Started 12
- Start A New Game 13
- Game Settings 14
- Save and Load 15
- New Officers 16
- Item Collection & Event Collection . . 17
- The Game Screens 18

TIPS FOR EACH STATUS 22
- As a Ruler 22
- As a Viceroy or Prefect 23
- As a Warlord 23
- As a Vassal 24
- As a Captain or Comrade 24
- As a Free Officer 24

COMMANDS 25

Strategy Commands
- Policy 25
- Personnel 26
- Military 26
- Diplomacy 28
- Tactics 29
- Spy 29

Personal Commands
- Gate 30
- Fields 30
- Castle 30
- Barracks 31
- Tavern 31
- Inn 31
- Tower 31
- Factory 32
- Market 32
- Home 32
- Townsman 32

War Council Commands
- Conditions 34
- Strategy 34
- Traps 34
- Ploys 35
- Advice 35
- Begin 35

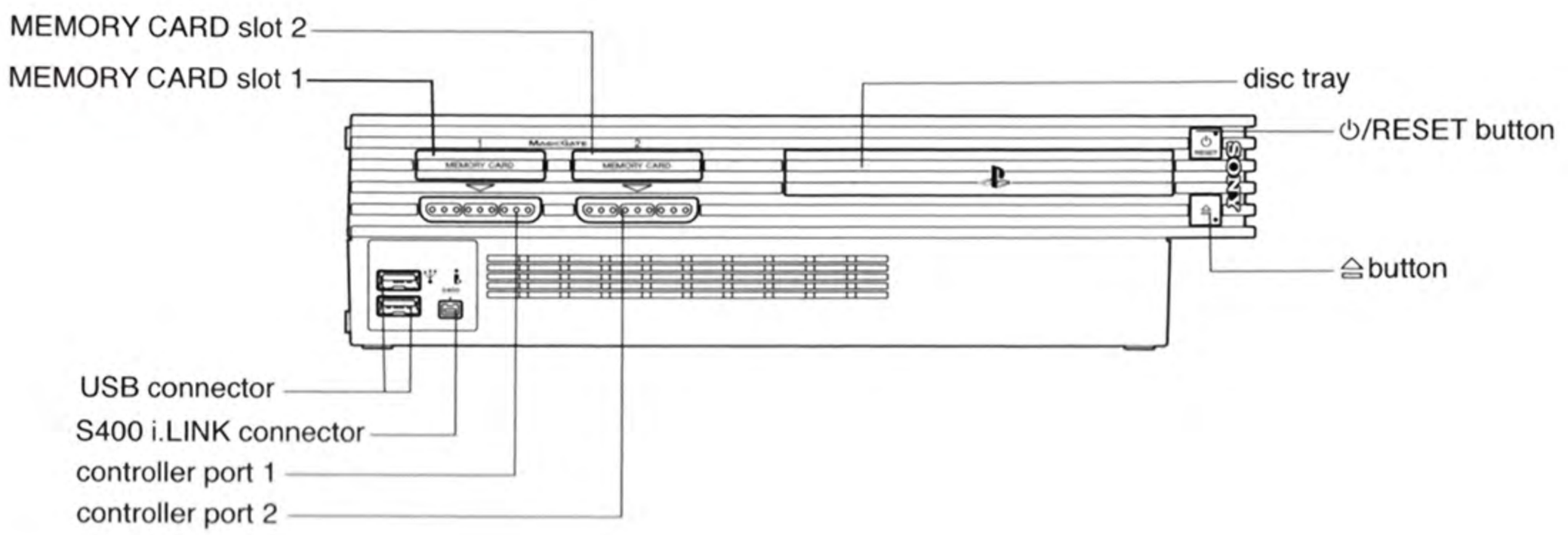
Battle Commands
- Ploys 35
- Move 36
- Attack 37
- Siege 37
- Stratagems 38
- Tactics 39
- Assemble 39
- Dismantle 39
- Enter 39
- Sortie 39
- Retreat 40
- Auto 40
- Wait 40

Duel Commands
- Attacking
- Main 40
- Policy 41
- Will 41
- Defending
- Defense 41
- Will 41

General Commands
- Map 42
- Menu 42
- Help 42
- Info List (Battlefield) 42

INDEX 43

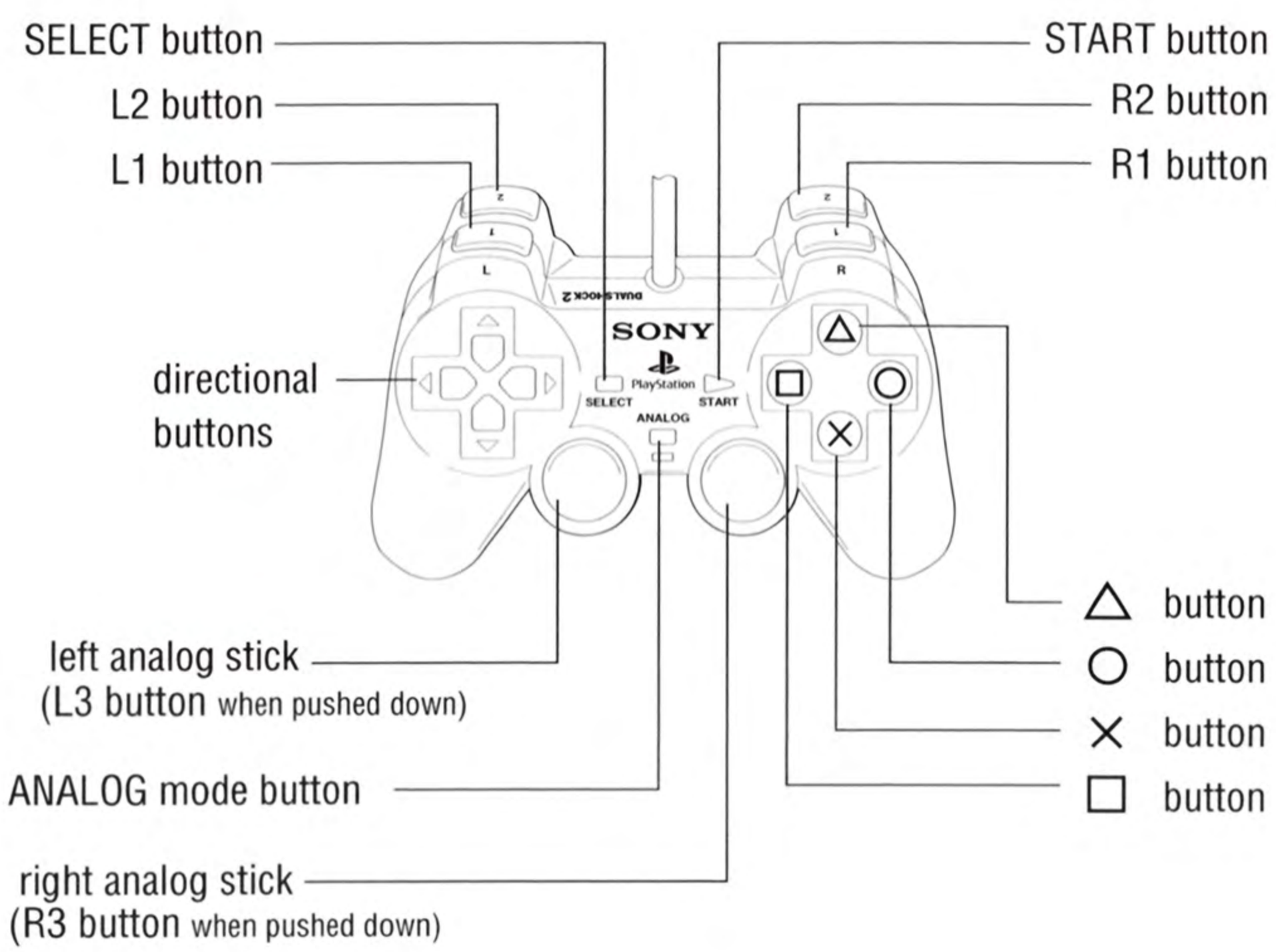
GETTING STARTED



Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the open button and the disc tray will open. Place the **Romance of The Three Kingdoms®VIII** disc on the disc tray with the label side facing up. Press the open button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.

STARTING UP

DUALSHOCK®2 Analog Controller Configurations



Background

The epic history of China spans more than four centuries, and yet the most admired, the most loved period lasted for barely 100 years. Even though it remains a confusion of intermixed guesswork and historical fact, and even though it highlights the tragedy of war, the hopelessness of life and the inherent dangers of power, still it's popularity soars.
"The Three Kingdoms."
Now is your chance to experience this turbulent period, first hand...

GAME BASICS

Take on the life of an officer during the Three Kingdoms era, and try to survive its turmoil. Become a hero uniting the people, a wise advisor employing depthless knowledge, or an unequalled warrior routing your foes in battle, and work to unite China.

Class and Rank

There are eight different officer ranks; Ruler, Viceroy, Prefect, Warlord, Vassal, Captain, Comrade and Free Officer. Captain and Comrade are the classes of officers in wandering armies called Bands (a force that does not rule a city), and Free Officers do not belong to any power. Officers who serve Rulers also have a Rank, from 1st to 9th.

Complete a successful attack/distinguish yourself in battle/complete a job

▼

Deeds increase

▼

Class raises (pay increases)

▼

Increase chance of being selected as a Prefect or Viceroy

▼

Power increases

Skills and Tactics

As well as war and intelligence attributes, officers also have **Skills** and **Tactics**.

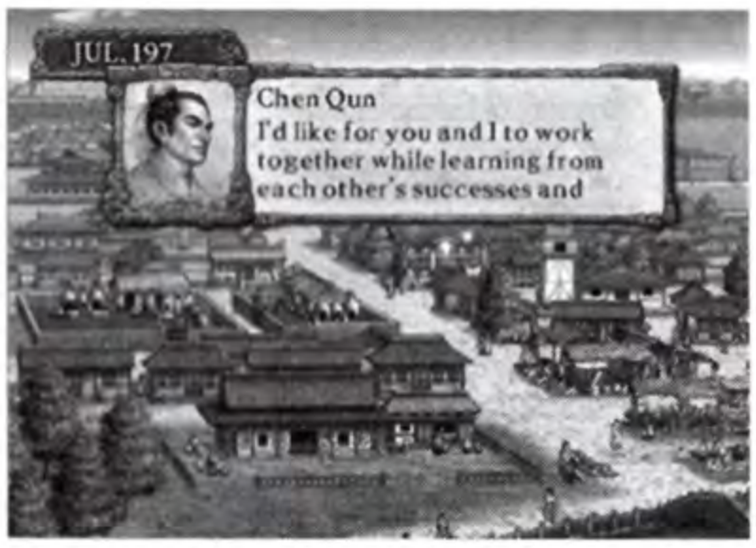
*Tactics are more likely to succeed at a higher **Level**. Your **Level** can be raised at the city by **Training**, (up to 4).

Skills: Increase the success rate and effectiveness of commands, and also increase the number of **Ploys** available for use during battle (p.35).
Example – The skill **Taunt** increases the effect of **Riot**. Adds the ploy **Taunt** during battle.

Tactics: Attacks for use during battle, that are either stronger than normal or have some special effect.
Example – The tactic **Spearwall** will cause 2.5 times the normal damage to the enemy, if successful.

Human Relations

You can become friendly with other officers by talking to them, or by holding banquets for them. As you become better acquainted, your **Bond** with that officer will get stronger, and you may even learn skills or tactics from them during conversation. Killing an officer will make you an enemy of the officer's family and sworn brothers.



Rivalry can also develop.

Fame

Your actions and events can lead to greater **Fame**. If your **Fame** rises high enough, you may start to receive items or even get married.
On the other hand, it is possible for your reputation to suffer, depending on your actions. If you start to become unpopular, the people and other officers may act differently toward you. Some may even start to ignore you when you try to talk to them.

Fame Up
Help people in trouble, carry out requests for your Ruler, etc.

Fame Down
Execute officers, pillage, etc.

Game Flow

The game is divided into four main parts - **Council**, **City**, **War Council** and **Battle**. Each part is comprised of turns, in which you can give commands to your officers. A **Council** is held once every three months, and if it should lead to war then a **War Council** will take place prior to **Battle**. A Free Officer can only use the Personal Commands under **City**.

Council - Strategy Commands (p.25) & assigning Tasks (p.6)

Occurs in the first, fourth, seventh and tenth months of each year. Decide the strategy for each force, region and city using the Strategy Commands. Press the △ button to close the Strategy Commands. Next, assign Tasks. The officers to whom Tasks are assigned will work within their city to complete them. Bands do not assign Tasks, and Free Officers have no Council.

City - Personal Commands (p.30)

Personal Commands allow you to perform tasks, work on your tactics and deepen your friendships with other officers. There are numerous locations and facilities in each city, and the commands available at each location are also different. Press the △ button to end the current officer's turn.

War Council - War Council Commands (p.34)

The War Council Commands allow you to check the status of battles and decide which strategies you will employ in the upcoming battle. The selection of strategies available to you depends on if you are attacking, or on the defensive. Select **Begin** to start fighting.

Battle - Battle Commands (p.35)

Each turn, units act one by one. The battle progresses by giving Battle Commands to each unit in turn. Once the battle is over, you return to the Council.

GAME OVER - THE FOLLOWING CONDITIONS RESULT IN GAME OVER:

1. After dying, you have no one to carry on your legacy (a child/grandchild/sworn brother).
2. It becomes the year 350 A.D.
3. A force achieves unification while you are a Free Officer or in a Band. (Captain, Comrade)

Council

During the Strategy Commands (p.25) part of a Council, you can only give orders and make proposals as long as you have Strategy Points remaining. The officer who uses Strategy Points in order to make a proposal or give an order is called the **Proposing Officer**. The proposing officer's points will recover the following month. Press the △ button to end giving Strategy Commands.

Task	Strategy Points Recovered	Max Strategy Points
Viceroy	5	6
Prefect	4	6
Warlord (for Ruler)	5	6
Warlord (for Viceroy)	4	6
Warlord (for Prefect)	3	6
Vassal	1	1
Captain	3	6
Comrade	1	1

Privilege - (Vassals only)

By completing tasks successfully or by moving up in rank, you may be granted a **Privilege**.

If you use a Privilege, your proposal will always be accepted, so use it wisely.

Assign Tasks

At the end of the Council, you must assign tasks for the coming three months. Vassals and Warlords will propose tasks that they wish to undertake. The Prefect gives tasks out to the officers in his city. Those who are ordered to complete a task will carry it out at the City screen. Their **Deeds** will increase if they complete the task successfully.

Task	Ability	Skill	Description
Cultivate	Charisma	Plow	Aid development and increase income of supplies
Invest	Politics	Trade	Aid investment and increase income of gold
Research	Intelligence	Invent	Aid research, and raise the Research Lv.
Repair	Intelligence	Build	Increase castle defenses
Patrol	War	Patrol	Increase public security, income, and population

Auto

Automatically gives the most fitting orders to every officer. You can also select a specific emphasis for your subordinates' tasks, and thus divide the work quickly between officers. By selecting **Request**, you can let your subordinates carry out the tasks that they have proposed for themselves.

AP

Using a **Strategy Command** (p.25) or a **Personal Command** (p.30) costs AP. Personal Commands can be repeated until you have no AP remaining. AP are recovered on the following turn. The amount recovered depends upon the officer's abilities and health.

AP required to perform action

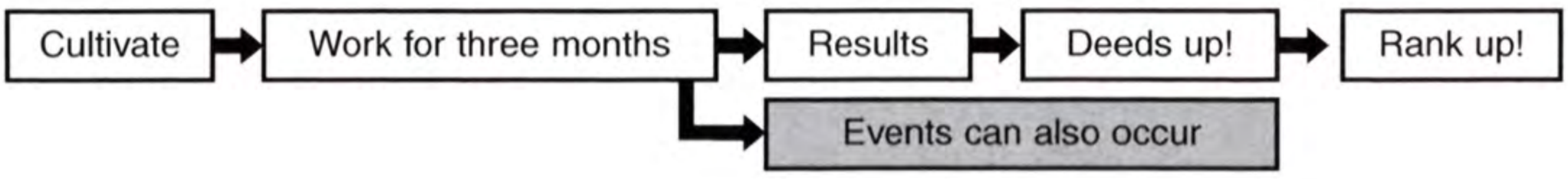
Current remaining AP

Tasks

If you wish to perform cultivation, for instance, select **Fields** then **Cultivate**. You can repeat a job as many times as you like, so long as you have AP remaining. Use **Observe** to increase the amount of **Trust** people have in you. Jobs will also be more successful if you are trusted. Press the △ button to end the current officer's turn.

Pressing the ● button on the City screen displays your current task.

Bad work can upset your superiors, and even lead to a reduction in rank.



Goals

As the game progresses, people may present you with specific goals, rather than tasks. Fulfilling these goals will often increase **Fame** and **Deeds** substantially. Some of these goals come with a time limit, such as find a given item within 6 months. You will be rewarded for completing the job within the given period, but should you take any longer, the bond between you and the requesting officer will be weakened.

A description of your current goal can be found under **City Officer - Goals.**

Handling Human Resources

Goals will sometimes be appointed to officers by their Ruler (or Prefect). If an officer completes his appointment, then his **Deeds** will rise substantially.
Free Officers can be found at the **Inn** (p.31). As a Ruler you can use **Talk**, or as with any other officer **Nominate**, to try and get them to join your force. Even if there is no one at the Inn, there may still be Free Officers elsewhere in the city. If you observe at other locations, you might be able to find them.
Also, if you observe at the **Gate** (p.30) you may learn more about the movements of Free Officers.

War Council

If you or your subordinate officers decide to march, then you will be taken to the War Council screen. After preparing your strategy select **Begin** to start the battle.

Marching Orders – Ruler/Prefect/Warlord (when proposed)

1. Select the start and end points of your march.
2. **Organize** your force.
3. Select an **Acting Officer**.
4. Manually organize your force.
5. Select the Commander, Tactician, Troops and Troop Types.
6. Confirm.

Adjust more detailed settings under **Personal Organization**.

The abilities of the Commander and Tactician will decide which **Strategy** (p.34) and **Ploys** (p.35) you can select during the War Council. Loss of the unit with the Commander will result in a large drop in morale. Loss of the unit with the Tactician will render you unable to use any Ploys.

Auto

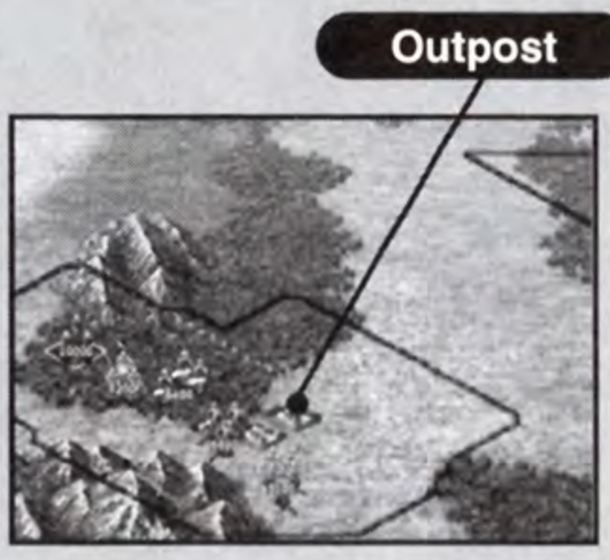
Efficiently divides troops, troop types and weapons between all acting officers. You can refine the distribution of troops selecting a more specific emphasis.

War Council Points

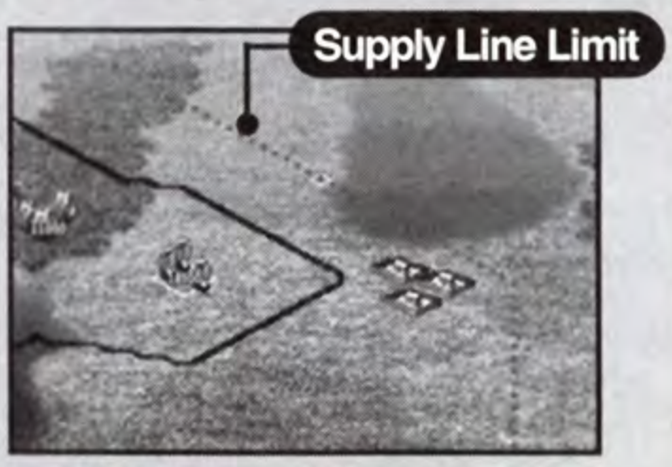
During the War Council, you spend **War Council Points** (PP) to allow the use of stratagems in the coming battle, or to lay traps on the battlefield. The amount of PP is determined by the **Intelligence** of the Commander and Tactician. The higher the combined **Intelligence** of the Commander and Tactician, the more ploys you will be able to use.

AIM FOR THE OUTPOSTS!

When you are on the attack, first take out all enemy outposts. If you are on the defensive, move swiftly to protect your outposts.



Supplies to your troops are being cut off. Defeat all enemy troops at the outpost and move a unit atop the outpost to destroy it.



This displays the area within which your troops will still receive supplies. If you cross this line without destroying the outpost, morale will fall and your troops will desert.

Battle

Each unit takes turns moving. If you are the Commander or Organizer of the march, then you will issue orders to the entire army. Otherwise, you can only issue orders to the unit you are leading.

• Winning Conditions

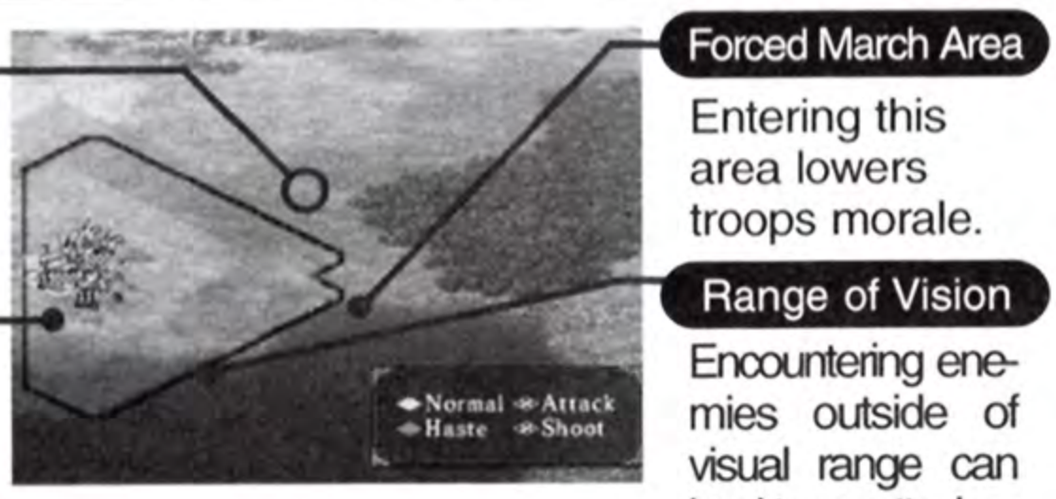
Attacking Side: Defeat your opponent's Main Defense Army. Reduce the castle defense to 0.

Defending Side: Defeat your opponent's Main Attack Army. The remaining turns reach 0.

The Flow of Battle

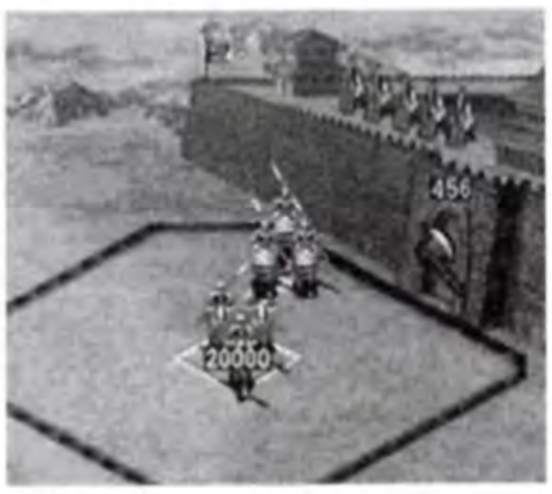
1. Movement

First you must **Move** your units. It is also possible to **Wait** and observe the enemy's movements.



2. Actions and Attacking

Actions such as **Ploy** and **Retreat** can only be carried out once a turn. If you wish to advance to the next unit's turn, select **Wait**. If an enemy unit or enemy gate is within the unit's range of vision, then you can also select **Attack**. Select a unit or gate highlighted by the cursor and then select a method of **Attack** (p.37).



The attack cursor.

3. Tactics

Using the correct tactic (p.37) when attacking can lead to massive damage. Using a tactic requires Tactic Points (TP). These are recovered every turn. The rate of recovery depends upon the abilities of the officer in command and the status of the unit. If defending, recovery will be faster if the unit is inside an outpost or castle.

The more powerful the tactic, the higher the cost in TP.

CONDITION EFFECTS

Enemy stratagems or ploys can cause your units to suffer from various conditions. After a certain number of turns, or the successful use of **Calm** (p.39), the unit will return to normal.

Panic
Unit cannot perform any actions, and morale decreases every turn.

Confused
Unit cannot perform any actions.

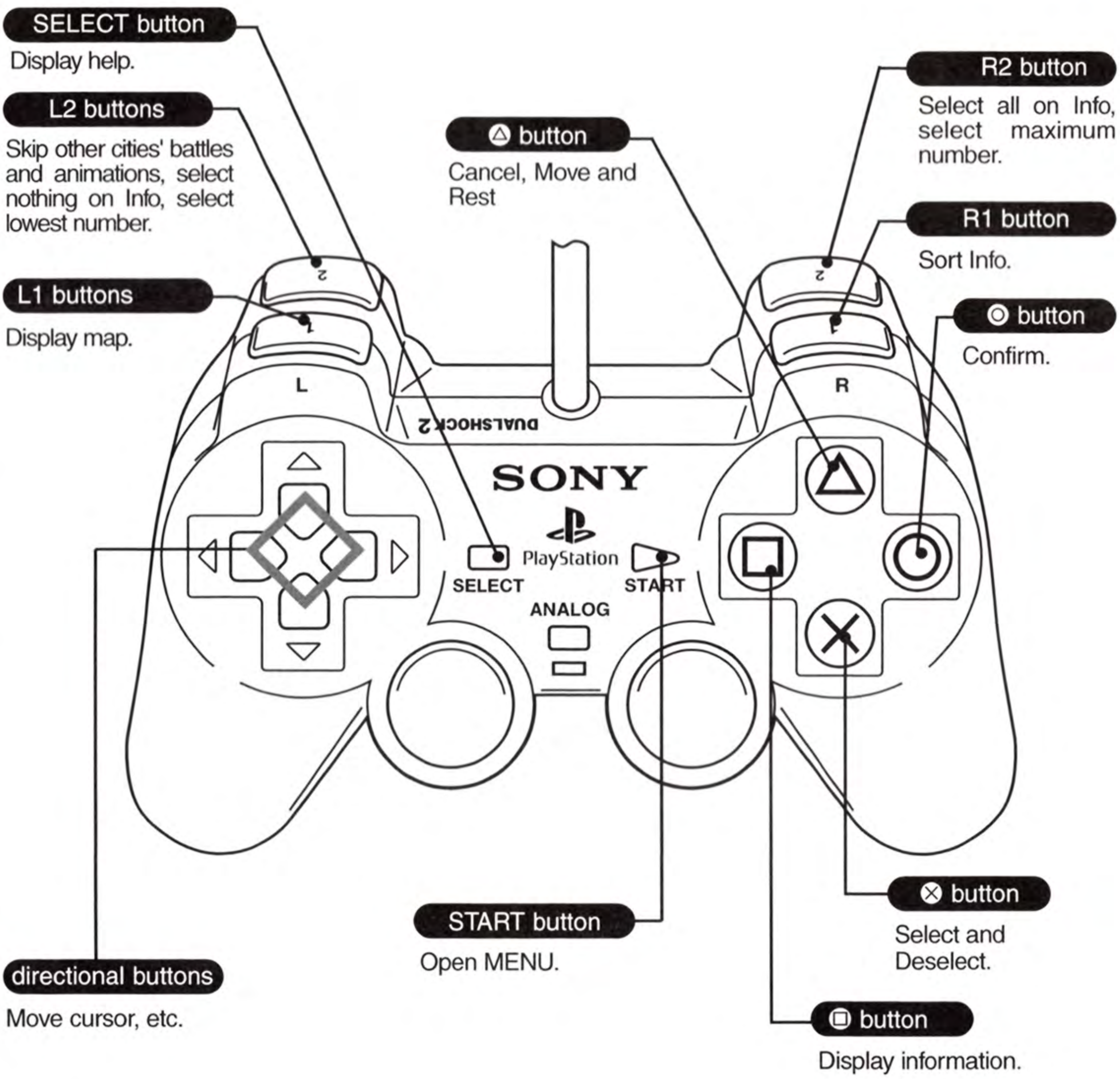
Halted
Unit cannot move.

Taunt
Unit will not obey orders, and moves on its own.

Game Controls

The various functions of the controller are also displayed during the game. Control with a SONY digital controller is exactly the same.

DUALSHOCK®2 Analog Controller



Displaying Information

● Button Information

Holding down the ● button displays the City Information (p.18). You can view various information screens from here by pressing one of the directional buttons. The command **Spy** (p.29) allows you to view information on officers and cities that are not included in your forces.

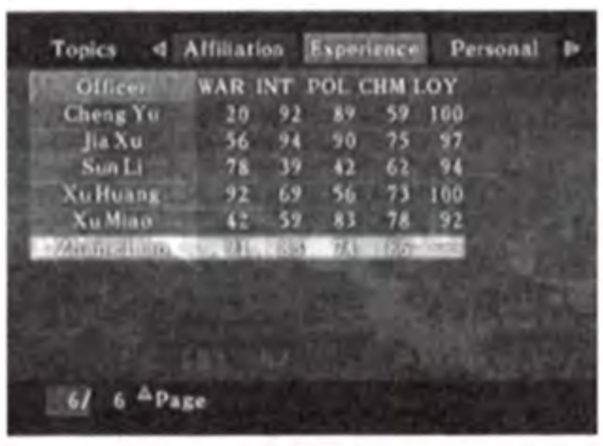
Controls	Council	Battle
● button + directional button ↑	City Officer Info	Allies Info
● button + directional button →	City Info	Strategy Info
● button + directional button ↓	Officer Info	Units Info
● button + directional button ←	Force Info	General Information (Weather, etc.)

Info Controls

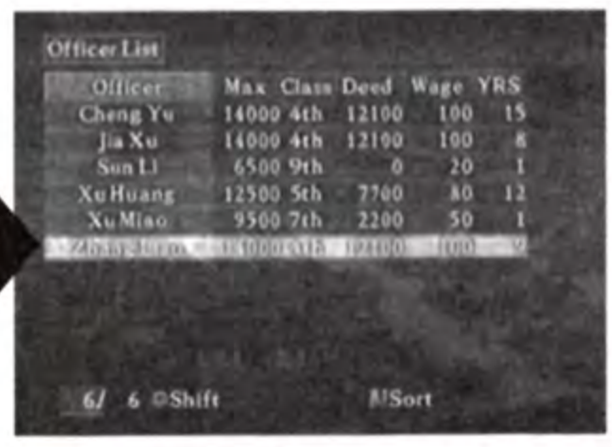
Select	⊗ button, R2 (select all)
Deselect	⊗ button, L2 (deselect all)
Confirm	○ button
Cancel	△ button
Arrange	After highlighting desired category with ← → directional buttons, R2
Switch to Map	L1 (Only Forces/Region/City Information)

Topic Change

You can review information on City Officers, Officers, Forces, and Cities using the Topics Menu. Press and hold the ● button at an Info screen to display the Topics Menu. The Topics Menu will appear at the top of the screen. Choose a Topic by holding down the ● button, and then use the left and right directional buttons to select.



Press and hold the ● button to display the Topics Menu.



Use the directional buttons to select a Topic.

START Button Information

Press the START button to review all information on City Officers, Forces, Regions, Titles, Special Info, Units in battle and more.

Getting Started

Starting a new game, and the play modes that are available.

Starting The Game

1. Setup

Insert a memory card (8MB) (for PlayStation®2) into MEMORY CARD slot 1. At least 758 KB free space is required to save the game.

2. Insert Game Disc

Turn on the power and insert the game disc. The opening will begin. You can watch the opening sequence, or press the START button to proceed to the title screen.

3. Press the START Button

Press the START Button at the Title Screen.

4. Select Item from Menu

New Game (p.13)	Start a new game from the beginning.
Recommended Scenarios	Play one of four recommended scenarios.
Load Game (p.15)	Load and continue a previously saved game.
New Officers (p.16)	Create and record a new officer.
Item Collection (p.17)	View items you have collected during play.
Event Collection (p.17)	View events you have seen during the game.

Start A New Game

Select a time period and an officer. You can use any officer who is between the ages of 15 and 85 during that time period.

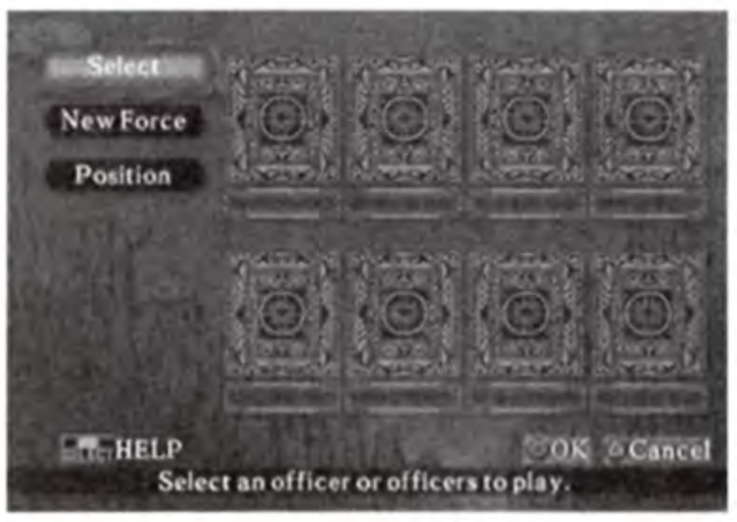
Selecting An Officer

1. Select an Age and Scenario

First select a time period. "The Rise of Heroes" scenario becomes available after you have cleared at least one other scenario. To clear a scenario, you must belong to the unifying force.

2. Select Officer

Select	Select your officer.
New Force	Introduce a new officer (p.16) as a new force. After selecting **New Force 1-8** select **Ruler, Officer, Capital** and **Type**. You can give each officer up to 9 subordinates.
Position	Place the recorded officer in a city.



3. Move to Officer Select Screen

Officers can be displayed in six ways - **Rank**, **Historic**, **Force**, **Band**, **City** and **New**. Select how you want to view the roster of officers, and then select the officer that you wish to use. You can choose a maximum of eight officers. Choosing **Current** lets you view the name and abilities of the currently selected officer.

Rank	Displays officers arranged by rank (Ruler/Viceroy/Prefect/Warlord/Vassal/Captain/Comrade/Free Officer).
Historic	Display all historical officers that can be played.
Force	Display officers by the force to which they belong.
Band	Display officers by the band to which they belong.
City	Display officers by the city in which they are posted.
New	Display all new officers (p.16).

4. Confirm Officer Selection

After selecting your officers, press the ◉ button to return to the Officer Select Screen. Choose **Current** to view their abilities. Pressing the ◉ button at the Officer Select Screen will take you back to step 2. Press the ◉ button again to confirm your selections, and proceed to the Game Settings Screen (p.14).

GAME SETTINGS

After selecting your officers, you will proceed to the Game Settings screen. Highlight a selection and press the ⊗ button to change a setting. Once you have finished setting game options, press the ◎ button to continue. After confirming your officers and scenario details the game will start.

New Officer

Decide whether or not to allow the use of New Officers (p.16) in the game.

All	All new officers from 15 to 85 years old will appear.
Some	Only those new officers placed in a **New Force** at the Officer Selection Screen, or placed in cities in **Officer Placement** will appear.
None	No new officers will appear (aside from your own officer and those in his force.)

*Under **All**, those new officers who are set younger than 15 will also appear once they come of age during the game.

Difficulty

Set the game difficulty.

Mode

Choose to keep officer personalities and relationships historically accurate or fictional.

Messages

Select the length of time messages are displayed.

Sound

Change between stereo or monaural.

Vibration

Select vibration function on or off.

Controls

Turn display of controls during the game on or off.

*Messages/Sound/Vibration/Controls can also be altered during the game.

Controls

STARTING INFORMATION

After selecting the game settings and the game begins, you will see information about the current state of political affairs. Depending upon your choice of officers, an event may also occur once you have viewed this information.

Save and Load

You can save, quit the game and change game settings from the **Menu**. The **Menu** is displayed by pressing the START button.

Info List (p.42)

View information about City Officers, Officers, Cities, Forces, Regions, Titles and more.

Save (only on Council/City Screens)

Save the current game. A Memory Card (8MB) (for PlayStation®2) with over 758 KB of free memory is required.

Load (only on Council/City Screens)

Load previously saved data and continue play.

Settings

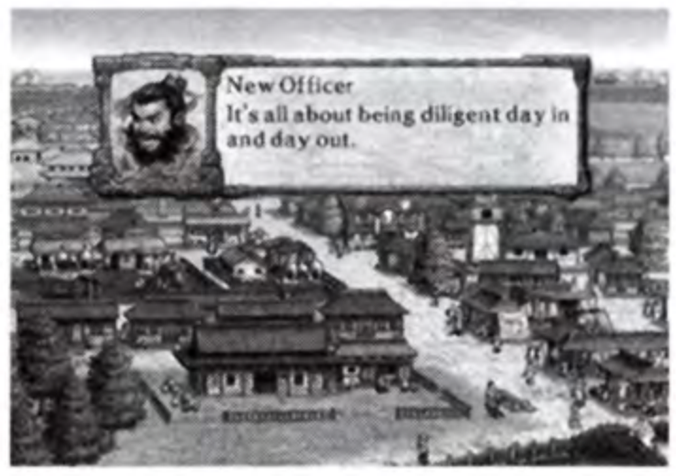
Change various game settings: message speed, music, vibration, and the in-game display of controls.

Quit

End the game and return to the Title screen.

New Officers

Create and add a new officer to the game.



New Officer Management

Selecting **New Officers** from the menu takes you to the Management Screen.

New Officer	Create a new officer
Alter Data	Modify a recorded officer
Delete Officer	Delete an officer
Set Parent	Alter the settings of an officer's family
Delete Parent	Delete the settings of an officer's family
Set Friend	Set up an officer's friendships
Delete Friend	Delete an officer's friendships
Save	Save recorded officers

Recording Officers

Select Name

Input the name of your officer.

Select Gender

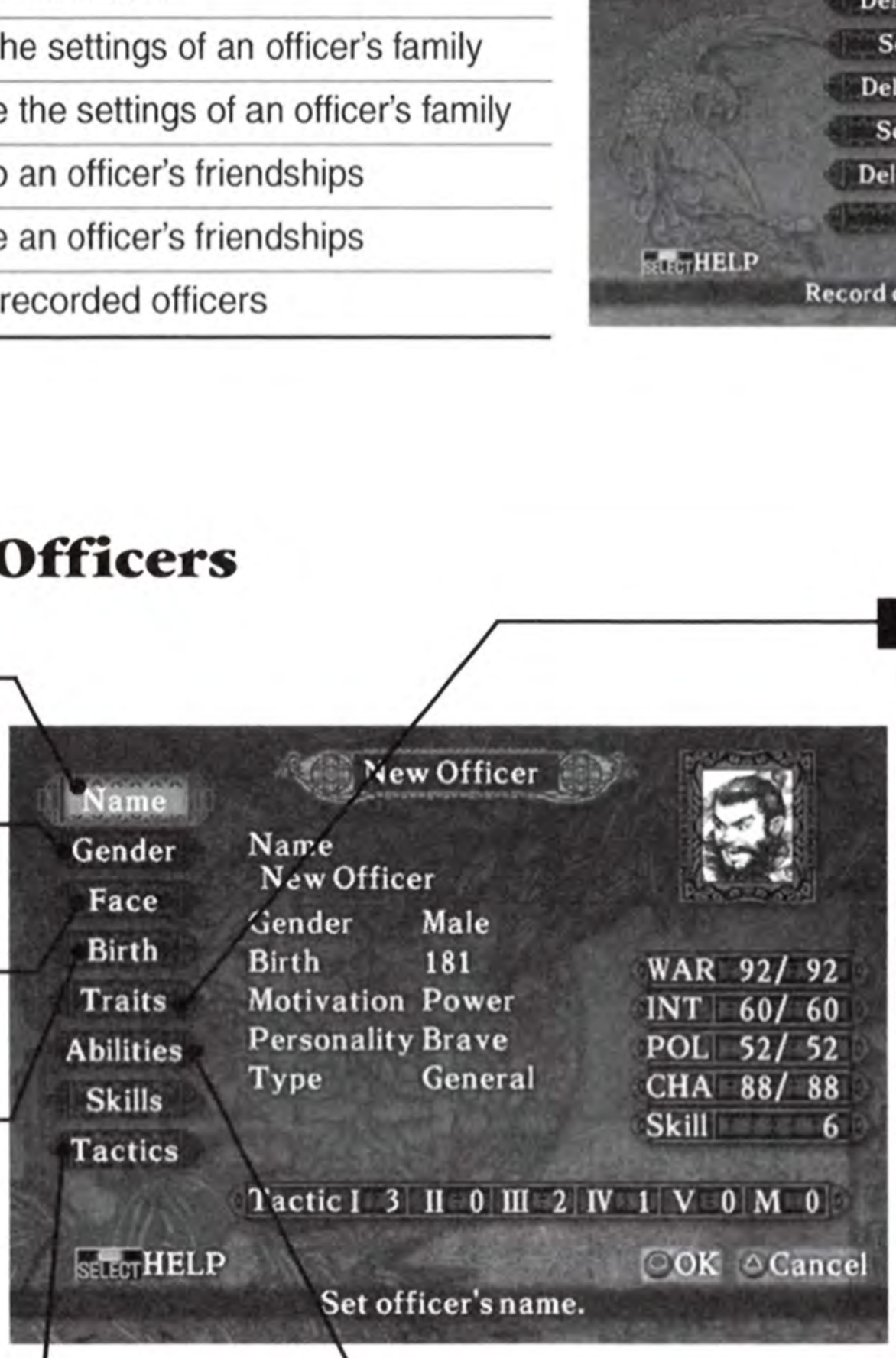
Select the gender of your officer.

Select Face

You cannot select a face that is already in use.

Select Birthyear

Officers will appear in the game when they reach the age of 15 years old.



Select Traits

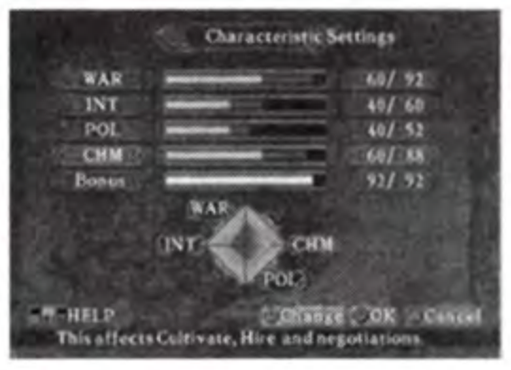
Highlighting motivation, personality or type and pressing the ◉ button will change that attribute. The combination of these three will determine the tactics and skills that your officer can use. The officer's type will also decide the maximum value of each ability.

Select Tactics and Skills

Selecting either tactics or skills and pressing the ◉ button will alter that ability. The tactics and skills available depend upon the officer's characteristics.

Select Officer's Abilities

Use the left and right directional buttons to divide your bonus points between War, Intelligence, Politics, and Charisma. Pressing the ◉ button will alter your bonus points and the maximum value of each ability. However, these maximum values are limited by the officer's type.



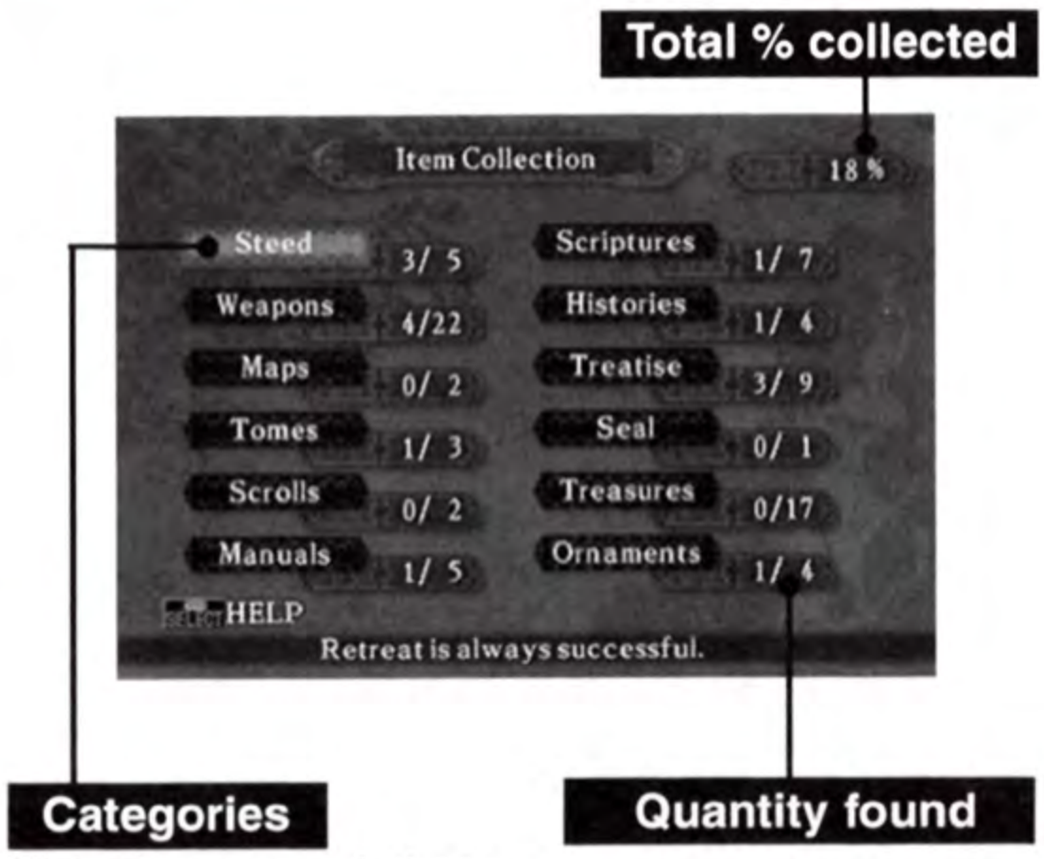
Item Collection and Event Collection

Here you can view the items you have collected and the events that you have witnessed during the game.

Item Collection

View the items you have collected during the game. Items are divided into sub-categories.

◆ INFO SCREEN



Selecting one of these opens the viewing screen.

◆ VIEWING SCREEN

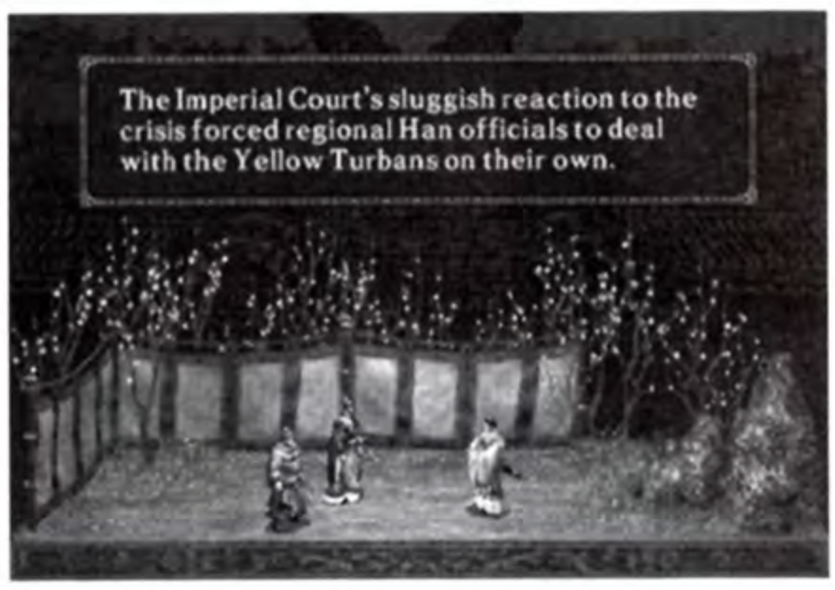
Use the L1/R1 buttons to turn the pages.

Event Collection

At any time, you can watch the events you have witnessed during the game.

◆ VIEWING SCREEN

Use the L1/R1 buttons to turn the pages.



Press the ◉ button to replay the event.

The Game Screens

Council Screen

AP

(See p.6 for details) Needed to carry out tactics and tasks.

Strategy Points

(See p.6 for details) Points needed to make proposals or give orders. If you have any Privileges, the quantity will also be displayed here.

Strategy Commands

(See p.25 for details)

City Screen

Current AP

(See p.6 for details) Needed to carry out Personal Commands.

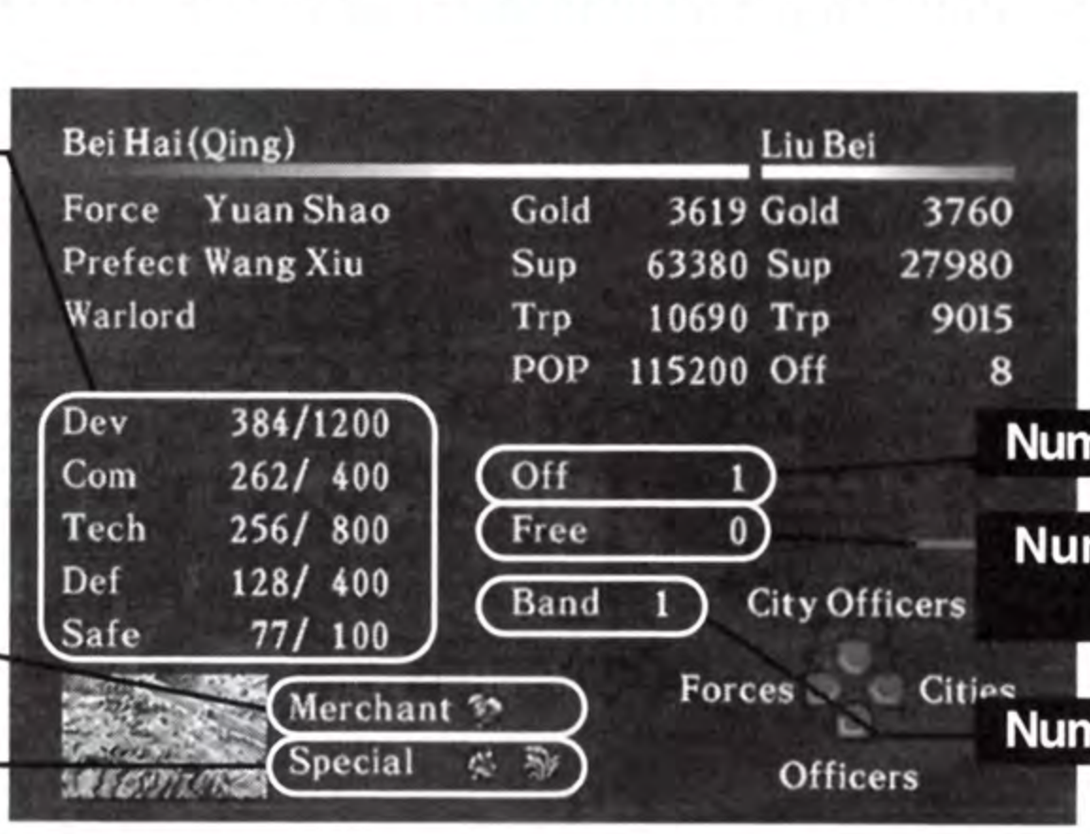
Personal Gold

How much money your officer has.

Personal Commands

(See p.30 for details)

City Information Screen - (◉ button from the Council/City Screens)



City's Domestic Values

(Current/Maximum) The maximum value of these domestic stats changes in accordance with with the population.

Merchants present in the city

Current special conditions for the city

Number of officers in the city

Number of Free Officers in the city

Number of bands in the city

Info Screen

Officer Info

To view Officer Info, press the START button, select Info List, and then select **City Officer/Officer** (p.42). You can also view Officer Info by holding down the ▣ button, and then pressing the up or down directional buttons. To view more detailed information about an officer, highlight the officer and press the ⊗ button.

Officer Info categories (use the ←→ directional buttons to choose a category)

Ability — View officer's abilities

Skills — View officer's skills

Tactics — View officer's tactics

Status — View officer's status

Goal — View officer's tasks and goals

Social — View spouse, sworn brothers and other relations

Bio — View summary of officer's historical exploits

Items — View officer's items

City Info

To view City Info, press the START button, select Info List, and then select City (p.42). You can also view City Info by holding down the ▣ button, and then pressing the right directional button. To view more detailed information about an City, highlight the City and press the ⊗ button.

Domestic — View the domestic status of the city, trust of the people, etc.

Status — View predicted yearly monetary and supply incomes, and target domestic values.

Officer — View the officers in the city

Force Info

To view Force Info, press the START button, select Info List, and then select **Force** (p.42). You can also view Force Info by holding down the ▣ button, and then pressing the left directional button. To view more detailed information about a Force, highlight the Force and press the ⊗ button.

Region — View an Army's city/officers

City — View all the cities that a Force commands

Officer — View a Force's officers

Weapon — View the weapons available to each Force

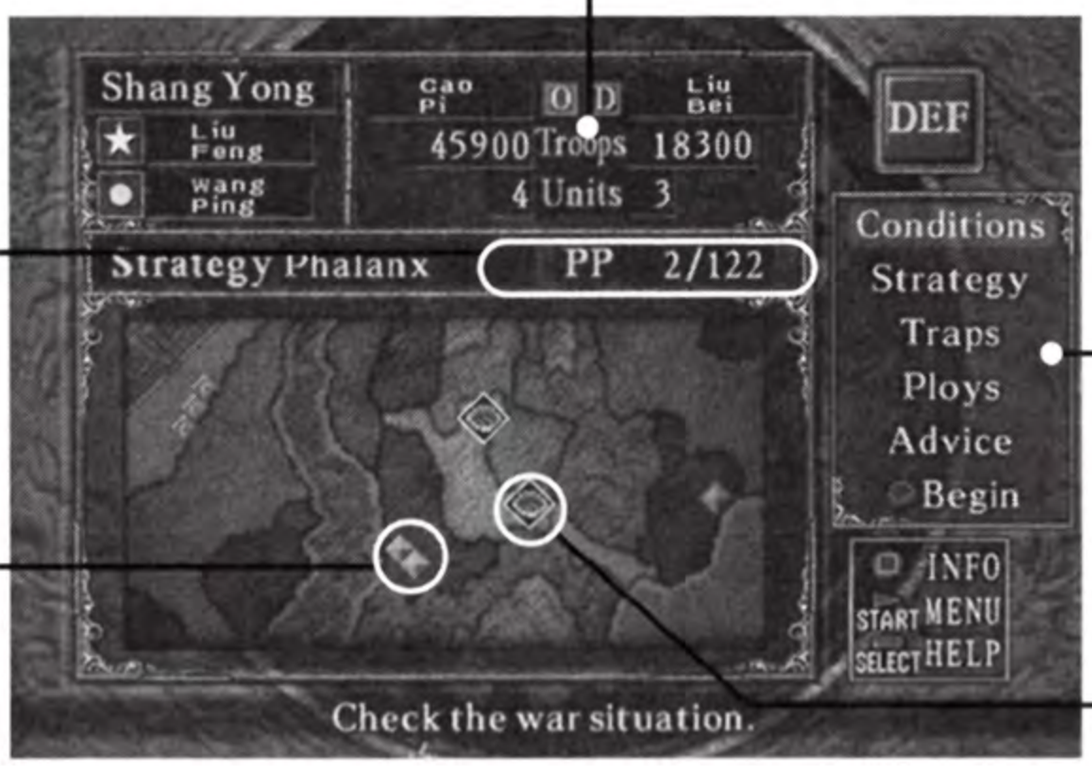
Troops — View the types of troops available to each Force

Info — View general information

Coalition — View information on current coalition

Battle Information Screens

War Council Screen



Comparison of Troops

War Council Points

(See p.8 for details)

War Council Commands

(See p.34 for details)

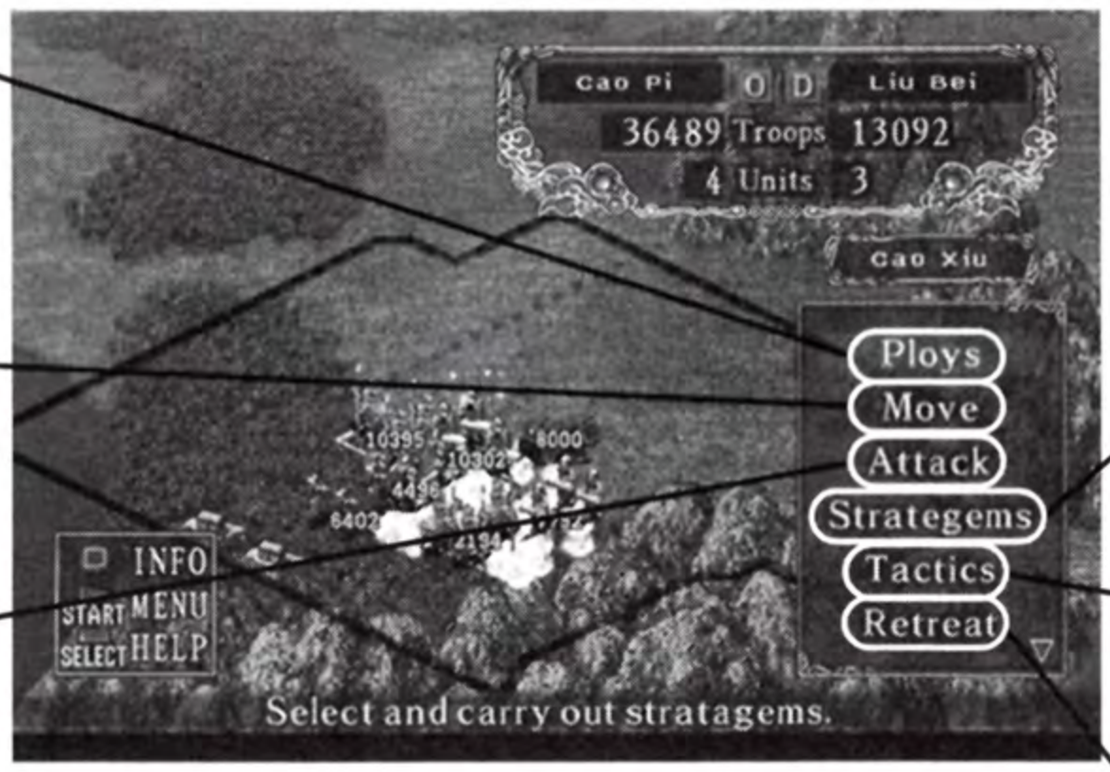
Outpost

Stops supplies to attacking forces.

Traps

(See p.34 for details)

Battle Screen



Ploys

Use the Ploy decided upon in the War Council (p.35).

Move

Forced march, Target Points, etc (p.36).

Attack

Normal, Duel, Tactics, etc (p.37).

Stratagems

Use a Special Tactic (p.38).

Tactics

Use a Skill (p.39).

Other Actions

(See p.39-40 for details)

Information Overview Screen

(Hold the ◉ button and press the left directional button on the Battle Screen.)

Weather/Wind Direction

Displays the current Weather and Wind direction (p.36).

Comparison of Strengths

Duel Screen

War

The higher this is, the more likely you are to win.

Remaining Turns

If this reaches 0 then the duel is a draw.

Will

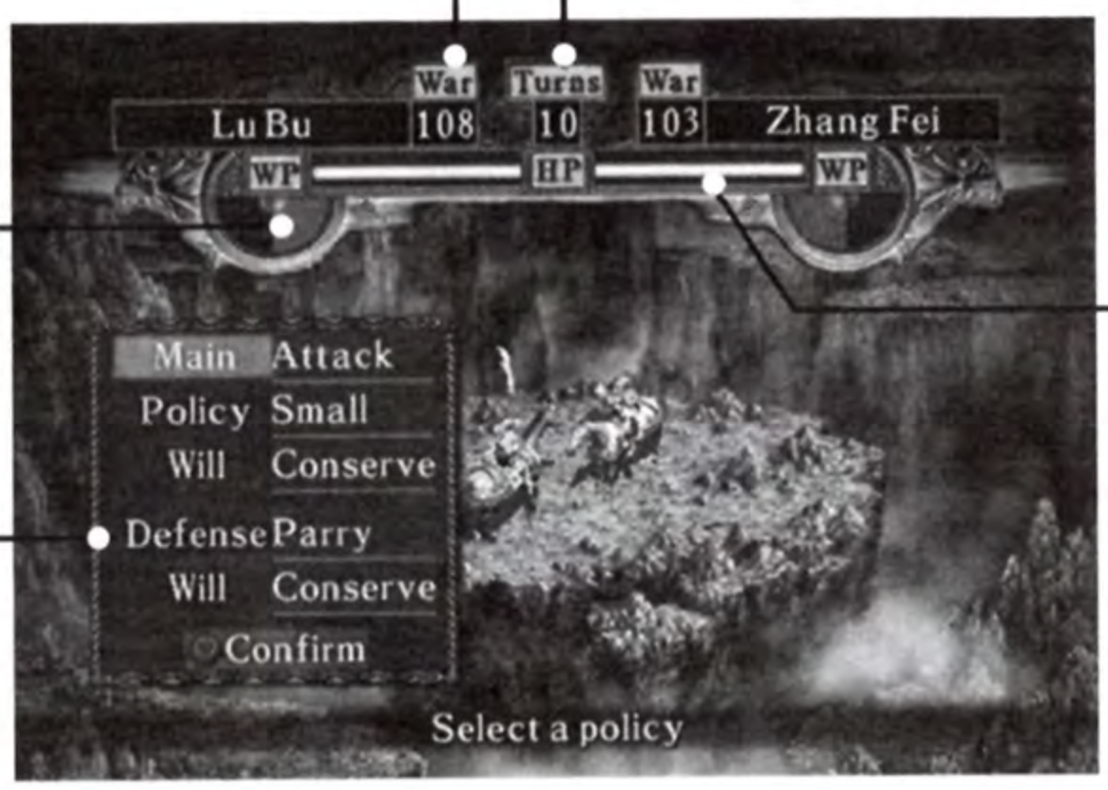
Will can be expended to use special attacks.

Health

If this reaches 0 then the officer loses.

Duel Commands

Alter by highlighting your selection and pressing the ◉ button, (p.40).



Special

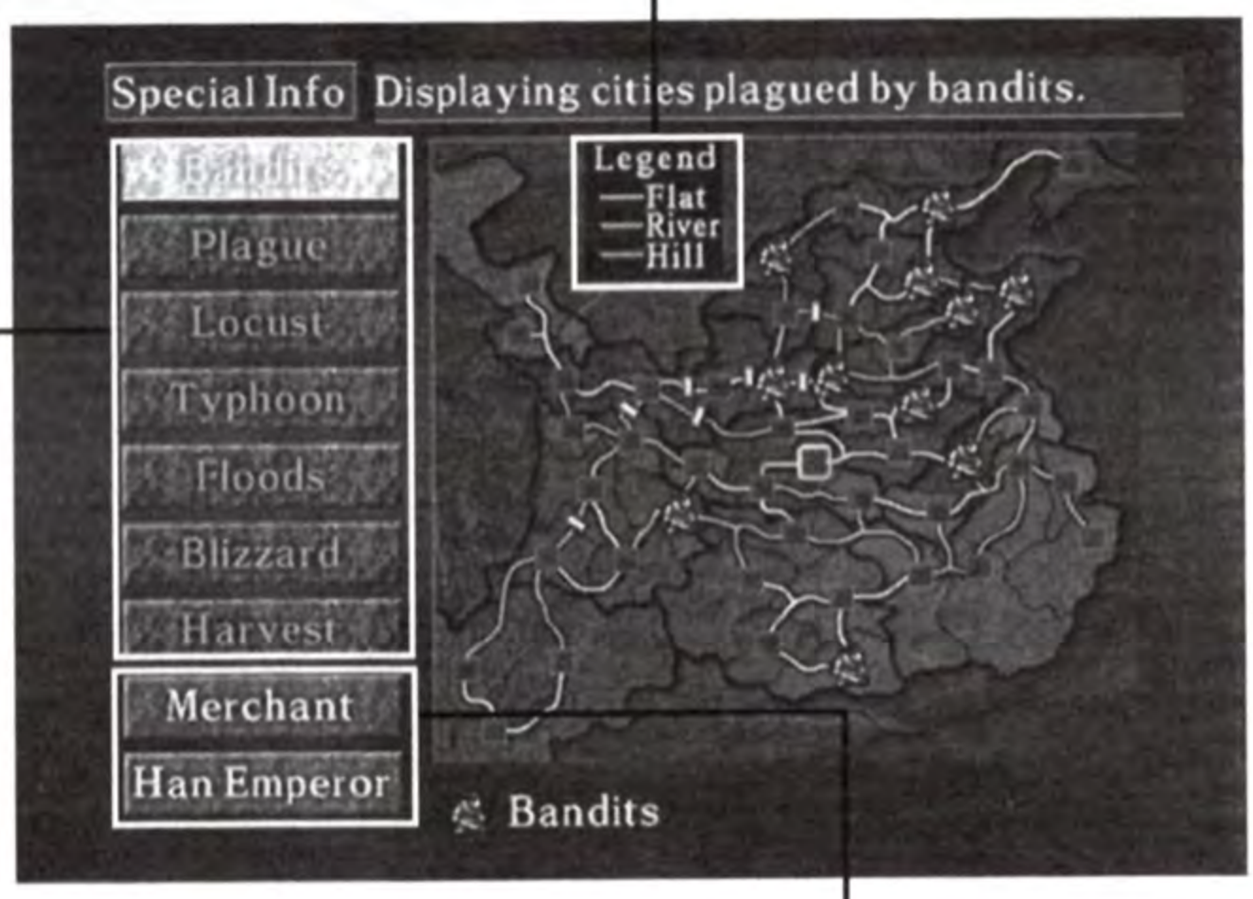
To view **Special** information, press the START button, select Info List, and then select **Special** (p.42).

Road Types

When marching, the streets that the troops must cross will affect morale at the start of the battle.

Normal	Morale 80
River	Morale 50
Hill	Morale 70

*A unit with an officer with the skill, Navy, gets +20 for river. A unit with a Boat gets +30.



Disasters

BANDITS
Safety down

TYPHOON
Development, Defense down

PLAGUE
Population, Troops down

FLOOD
Development, Defense down

LOCUST
Development, Safety, Supplies down

BLIZZARD
Commerce down

City Harvest, Merchant, Han Emperor

HARVEST
Increase income of supplies

HAN EMPEROR
Improve diplomacy

MERCHANT
Allow buying and selling (p.27 and p.32)

TIPS FOR EACH STATUS

As a Ruler

Q: What should I do when I become a Ruler?

A: At the Council, assign jobs to each of your subordinates. If you don't know how to assign jobs to your subordinates, use the **Auto** (p.6) Command to automatically issue appropriate jobs for everyone. If a subordinate proposes a job, let him do it. You will obtain better results. If you assign a different job, that subordinate may lose motivation.

Q: What can I do while my subordinates are working?

A: As a Ruler, it is important to maintain strong relationships with your officers. Try increasing **Bonds** with your officers through the **Talk** (p.30) and **Banquet** (p.32) Commands. Build up your reputation. Using the **Observe** command may lead you to events that will gain you fame.

Q: How do I arrange for additional military support during battle?

A: Use the **Reinforcements** (p.27) Command. After reinforcements arrive, your troops' morale will improve.

Q: What should I pay attention to during the **War Council** (p.5, 8)?

A: During the War Council, you can decide which Strategies and Ploys to use. Subordinate officers will evaluate the battle situation and offer advice. You have the option to accept or reject the advice of your officers.

Q: I don't want to issue orders to all of my troops. Is there a way to avoid this?

A: A good Ruler knows when to delegate control. If you do not want to issue orders, use the **Auto** (p.40) Command, and orders will be given to your troops automatically.

Q: When should I form a new region?

A: You should form a new region once you conquer more than eight cities. If you have Warlords on your side, they will advise the proper time to form a region. Use the **Region** (p.25) Command to do so.

As a Viceroy or Prefect

Q: How can I master Domestic affairs?

A: Always check the target numbers you need to achieve for Domestic affairs. Go to the **City Info Screen** (p.19) and select Status. Also, use the **Observe** (p.32) Command to increase **Trust** (p.7) among your townsmen.

Q: Can I hire officers?

A: Yes, you can **Hire** (p.26) officers, but they will not be your direct subordinates. Be forewarned. If your Ruler issues an **Assign** (p.26) Command, these officers may leave you.

Q: Can I relocate to another city?

A: Yes, you can **Transfer** (p.26) to another city. However, if a transfer is granted, you will become a Vassal. If you don't want to lose your subordinates, execute a **Coup** (p.27). Your subordinates will follow you if you have a high **Bond** Level.

Q: What are some of my responsibilities as a Viceroy?

A: You should always review the City Info of those cities under your control (p.19). It is important to station your troops and defend key interests. You can **Assign** (p.26) and **Transport** (p.26) troops to battle lines and cities. If combat intensifies, you may want to issue a **Reinforcements** (p.27) order.

Q: Are there any other things I should be careful of as a Viceroy?

A: If your region becomes to large, some of your cities may be assigned to a different region. You should always keep your favorite officers at hand.

As a Warlord

Q: How do I raise my **Deeds** (P.4) Level?

A: Try raising your Deeds Level by suggesting a **Tactic** (P.29) to your Ruler. If the tactic succeeds, your **Deeds** Level will increase. However, if it fails, your Ruler could admonish you. Use the **Spy** (p.29) Command to gather information on enemies. You will be able to recommend better tactics. If you have a high **Intelligence** Level, the tactics you choose are more likely to succeed.

Q: Can I go to battle at any time?

A: You can go to battle at any time by proposing a **March** (p.27). If you propose a March and a battle ensues, you will have control over all troops. It is likely that you will become the **Tactician** (p.8) for that battle, so pay close attention to any **Strategy** (p.34) or **Ploys** (p.35) suggested during the **War Council** (p.8). Be careful. If a Tactician is captured during battle, troops will not be able to execute a **Ploy** (p.35).

As a Vassal

Q: How can elevate my status from a Vassal?

A: With the right approach you can become a Prefect or a Viceroy. First, know yourself, and play up your strengths. Use **Train** (p.32) to develop your abilities. For example, if you have a high **Politics** (p.33) Level, use **Observe** frequently and work hard at domestic affairs. If your **Intelligence** Level is greater than 70 points, you can become a Warlord. Do what you can to raise your **Deeds** (p.4) Level.

Q: What if I'm not assigned a task?

A: Be persistent about suggesting tasks at the Council. For example, with an average **War** ability, you might work on **Safety**. Suggest it at the Council. If you don't have any outstanding abilities, go to the **Barracks** (p.31) and choose **Train** (p.31) to improve your **Skill** (p.33) Levels. Also, some items can augment abilities. Use the **Buy** (p.32) Command to purchase **Items** (p.41)

Q: I am still at 8th **Class** (p.4). How can I earn a promotion?

A: Use the **Hire** (p.26) Command to appoint Free Officers. This will help increase your **Deeds** (p.4) Level quickly. If your Deeds increase, you could be promoted.

Q: How do I choose the right Tactics?

A: Choose Tactics based on the battlefield terrain. If Tactics don't match the battlefield terrain, even high-level Tactics become ineffective. Try using **Charge** (p.37) for flatlands and roads, and **Ambush** (p.37) for forests.

As a Captain or Comrade

Q: My city is under siege and is facing ruin. What should I do?

A: Always make sure you have enough income to hire more soldiers. Otherwise your Band could face defeat. If your city is surrounded, **Draft** (p.27, 31) soldiers and strengthen your troops. It might be a good idea to use the **Move** (p.27, 36) Command to move to another city and find vacant land to **Claim** (p.27).

As a Free Officer

Q: What should I do first?

A: Use the **Relocate** (p.30) Command to move to other cities and **Apply** (p.30) to join a ruling Force. If successful, you will become a Vassal. Before applying for a ruling force, use the **Observe** Command in the city where you are planning to move. It will help improve your Domestic ability.

Q: How do I become a Captain?

A: **Form** (p.32) a Band to become a Captain. You will achieve more success as a Captain if you have a Sworn Brother.

COMMANDS

STRATEGY COMMANDS

Strategy Commands are carried out on the Council Screen. Strategy Commands require Strategy Points to be carried out. As well as carrying out commands yourself, you can **Order** your subordinates or **Propose** a command to your superior. Proposals can be rejected.

[POLICY] Policy is dictated by Rulers and Viceroys

COMMAND	RANK	EXPLANATION
Region	Ruler	Dictate policy to your region's Viceroy. • **NONE** – Allow the Viceroy to delegate strategy • **CONTROL** – Invade cities in a specific province • **DESTROY** – Attack cities under the control of a specific Force
City	Ruler Viceroy	Dictate policy to a Prefect within the army. • **NONE** – Allow Prefect to set strategy • **DOMESTIC** – Develop a specific city attribute • **EXPANSION** – Attack a specific city • **SUPPORT** – Send gold, etc. to a specific city
Organize	Ruler	Create new regions, and change the cities allocated to each region. When creating a new region, a Viceroy must be appointed from the Prefects of the cities in that region. You can also change your Viceroys here.

ASSIGN OR DELEGATE?

While your territory is still small, it is best to assign specific policies to your Prefects and Viceroys. If you assign them a Domestic goal, they will not start a war, and by rewarding those who carry out their assignments you can increase loyalty. As your territory expands, you can begin to delegate control to your more trusted officers.

[PERSONNEL]

Awards are especially important. Be sure to buy items that can be used as awards from the Market.

COMMAND	RANK	EXPLANATION
Assign	Ruler Viceroy	Move an officer to another city. It is not possible to move a Viceroy to a different army using this command.
Transfer	Ruler Viceroy Warlord Vassal	Propose a move to another city. Viceroy can transfer officers within their own region, and propose transfer of officers from other regions into their own.
Hire	All ranks (aside from Free)	Attempt to hire officers from other Forces, or Free Officers in one of your cities. You cannot hire officers from Coalition members or Allies. The lower the **Loyalty** of the target officer, and the higher the **Charisma** of the acting officer and of his superior, the more chance there is of success. Chances also improve if the acting officer has the **Persuade** skill and a high **Bond** with the target officer.
Award	Ruler Viceroy Prefect Captain	Give an item to an officer. This will raise **Loyalty**. ■ **Who can give, and to whom** • **RULER/CAPTAIN** – All of their subordinate officers • **GENERAL** – All officers within their army (not including themselves) • **PREFECT** – All officers within their city (not including themselves)
Seize	Ruler Captain	Take an item from an officer. This will lower their **Loyalty**.
Prefect	Ruler Viceroy	Appoint a Prefect. If the city already has one, the current Prefect will become a Vassal.
Warlord	Ruler Viceroy Prefect	Appoint a Warlord. If there is already someone in the position, he will be relieved of Warlord status. Only an officer in a city you control and who has over 70 **Intelligence** can be made Warlord.
Release	Ruler Captain	Release one of your subordinate officers. Released officers become Free. This can also lower their **Bond**. If you release a Viceroy or Prefect, you will have to select their replacement.

[MILITARY]

Listen to your Warlord before transporting anything. Rethink your move if he predicts failure.

<table>
<tr><th>COMMAND</th><th>RANK</th><th>EXPLANATION</th></tr>
<tr><td>Transport</td><td>Ruler
Viceroy
Prefect
Warlord
Vassal</td><td>Transport a city's gold, supplies and troops to another city. If a disaster such as a typhoon is affecting the destination city, or there are bandits in either the origin or destination city, then the Transport might fail. A Warlord can make the same proposals as a Prefect. A Vassal can only propose a Transport that they themselves plan to carry out.
<table>
<tr><th></th><th>Between Regions</th><th>Within Region</th><th>From Base</th></tr>
<tr><td>Ruler</td><td>Can order</td><td>Can order</td><td>Can order</td></tr>
<tr><td>Viceroy</td><td>Can order Transport only to another army</td><td>Can order</td><td>Can order</td></tr>
<tr><td>Prefect</td><td>-</td><td>-</td><td>Can propose</td></tr>
<tr><td>Warlord/Vassal</td><td>-</td><td>-</td><td>Can propose</td></tr>
</table>
</td></tr>
</table>

COMMAND	RANK	EXPLANATION
March	All ranks (aside from Free)	March your armies upon the cities of your enemy. ■ **Who can order attacks, and against whom** • **RULER** - Any city of another Force which borders his territory. • **VICEROY** - Any city of another Force adjacent to a city in his region. • **PREFECT** - Any city of another Force adjacent to his own city. MARCH SETTINGS You cannot attack cities controlled by Allies or fellow Coalition members. You may request reinforcements from Bands within your territory. • **MARCH ORIGIN** - Ruler/Viceroy selects the city from which the March will begin. • **TARGET CITY** - Any city of another Force adjacent to the city of origin can be selected. • **REINFORCEMENTS** - You can ask for Reinforcements from cities of your own Force, Bands within your territory in a city adjacent to the target, and Allies. You can request up to two Reinforcement armies. If marching on a Coalition target, messengers will be sent automatically to other Coalition members. ORGANIZATION The types of troops (p.38) that you can use depends upon your Tech Lv. (level). You can check your Tech Lv. under Force Info (p.19). As your Force's Tech Lv. increases, the types of soldiers and weapons that you can use will increase. ■ **Units Organization** Select the officers who will participate in the March. You can select up to 10 for the main army, and up to 5 for Reinforcements. • **COMMANDER** - Select an officer to be the Commander. In the Main army, a participating Ruler, Viceroy, or Prefect is automatically made Commander. • **TACTICIAN** - Select an officer to be your Tactician (main army only). • **TROOPS** - Select the number of troops to use. • **TYPE** - Select the type of troops to use. • **WEAPONS** - Select the types of weapons your troops will use.
Buy	Ruler/Viceroy /Prefect/Warlord /Vassal	If there is a merchant in the city, you may buy supplies. The maximum number you can buy in a single transaction is 40,000.
Sell	Ruler/Viceroy /Prefect/Warlord /Vassal	If there is a merchant in the city, you may Sell supplies. The maximum number you can sell in a single transaction is 40,000.
Draft	Ruler/Viceroy /Prefect/Warlord /Vassal	Increase the number of troops in the city. You may perform a Draft once per Council. The number of men you draft is proportional to the population of the city and the **Charisma** of the acting officer. You may not Draft in cities with a population of less than 50,000. Drafting will lower safety.
Coup	Viceroy/Prefect /Warlord/Vassal	Attempt a Coup against your Ruler. A Viceroy or Prefect will become a new force in the city in which the command is carried out. A Warlord or Vassal will become a new force should the Coup succeed, but if it fails they will either be executed or become a Free Officer.
Claim	Captain /Comrade	Allows a Band to take over a city. Can only be carried out in cities that do not belong to another Force.
Wander	Ruler	Abandon your main city and become a Band. Only those officers who agree with the decision will remain as subordinates. The officers who do not agree will form a new, separate Force.
Move	Captain/Comrade	Move to another city. All officers in the Band will move.

SUCCESSFUL UNIT ORGANIZATION

Before organizing a unit, be sure to check the Skill level of your officers' tactics. By giving an officer with a Skill of 4 or more a troop type that can employ that Skill in battle, you can expect great results.

[DIPLOMACY] Always keep an eye out for an opening.

COMMAND	RANK	EXPLANATION
Gift	Ruler Warlord Captain	Send a Gift to another Force to solidify your friendship. You can send money, supplies, troops or an item. The Warlord of the city where the Ruler resides can also propose this. The higher the **Charisma** of the envoy, the better the chance of the Gift being accepted.
Demand	Ruler Viceroy Warlord	Threaten the Prefect of another Force, and demand resources from them. The Warlord of the city where the Ruler resides can also propose this. If the envoy has the **Persuade** Skill and a high **Politics**, he has a better chance to succeed at this command. • **RULER** - Any cities of another Force adjacent to your territory. • **VICEROY** - Any cities of another Force adjacent to your region. • **WARLORD** - The Warlord of a Ruler or Viceroy can also use this command.
Annex	Ruler Viceroy Warlord	Attempt to persuade the city of another Force to surrender. If successful, the city will be added to your own Forces. If the Prefect of the target city is also the Ruler of that Force, then upon his surrender all cities under his command will become yours. The Warlord of the city where the Ruler resides can also propose this. If the envoy has the **Persuade** Skill and a high **Politics**, he has a better chance to succeed at this command.
Ally	Ruler Warlord	Form an alliance with another Force for a fixed period of time. The period of the alliance must also be fixed. Allied Forces cannot attack each other. You can request Reinforcements from allies when attacked. The Warlord of the city where the Ruler resides can also propose this. If the envoy has the **Persuade** Skill and a high **Politics**, he has a better chance to succeed at this command.
Annul	Ruler Warlord	Annul your alliance with another Force. Your friendship with the Force in question will decrease. The Warlord of the city where the Ruler resides can also propose this.
Coalition	Ruler Warlord	Form a coalition of numerous Forces. Using a coalition, it is possible for numerous Forces to attack the same target Force at the same time. The Warlord of the city where the Ruler resides can also propose this.
Join	Ruler Warlord	Join an existing Coalition. The Warlord of the city where the Ruler resides can also propose this.
Withdraw	Ruler Warlord	Withdraw from a Coalition. The Warlord of the city where the Ruler resides can also propose this. Withdrawing from a Coalition will harm your friendship with the remaining members.

[TACTICS] Persuading an enemy to defect is difficult but highly effective.

COMMAND	RANK	EXPLANATION
Alienate	Ruler Viceroy Prefect Warlord Vassal	Spread disturbing rumors and lower the **Loyalty** of an officer of another Force. If the acting officer has the **Persuade** Skill and a high **Intelligence**, he has a better chance to succeed at this ploy. If the target Officer/Ruler's **Intelligence** is low, the **Safety** of the target city is low, and spying has been done on that city, the ploy is more likely to succeed.
Sap	Ruler Viceroy Prefect Warlord Vassal	Undermine an enemy castle's defenses. If the acting officer has the **Build** Skill and a high **Intelligence**, he has a better chance to succeed at this ploy. If the target city's Prefect/Ruler's **Intelligence** is low, the **Safety** of the target city is low, and spying has been done on that city, the ploy is more likely to succeed.
Riot	Viceroy Prefect Warlord Vassal	Cause the people of another Force's city to rise up, and lower the **Safety**. If the acting officer has the **Taunt** Skill and a high **Intelligence**, he has a better chance to succeed at this ploy. If the target city's Prefect/Ruler's **Intelligence** is low, the **Safety** of the target city is low, and spying has been done on that city, the ploy is more likely to succeed.
Defect	Ruler Viceroy Prefect Warlord Vassal	Persuade an officer from another force to defect to your side during battle. If you Persuade him, you can cause him to **Betray** during battle (p.39). If 12 months pass and he has not defected, the agreement will not be honored. If the acting officer has the **Persuade** Skill and a high **Intelligence** and his **Bond** with the target is strong, he has a better chance to succeed at this ploy. If the target officer's **Loyalty** is low and spying has been done on that city, the ploy is more likely to succeed.
Mole	Ruler Viceroy Prefect Warlord Vassal	Plant a spy close to an officer from another Force. If planted successfully then you can use the **Mole** Command on that officer during battle (p.39). The mole will be effective for 12 months. If the acting officer has the **Confuse** Skill and a high **Intelligence**, he has a better chance to succeed at this ploy. Also if the target city has been spied upon, then it is even more likely to succeed.

[SPY] Spying upon surrounding areas at least once a year is fundamental to strategy.

COMMAND	RANK	EXPLANATION
/	All ranks (aside from Free)	Spy on cities controlled by another Force and cities not yet under any Force's control. If an acting officer has the ability to **Scout**, you will also get information on the surrounding cities.

Personal Commands

Once the Council ends, you proceed to the City screen. Here you can carry out Personal Commands, complete tasks that you have been given during the Council, and improve your abilities. Carrying out commands costs AP. Commands also differ depending upon your rank.

[Gate]

Pillaging harms your reputation, so do it only as a last resort.

COMMAND	RANK	EXPLANATION
Repair 60AP	All ranks (except from Free)	Carry out repairs on the castle walls and raise the **Defense** of the city. Raising **Defense** will make it harder for the castle to fall during battle. Effects of the Repair will be increased if the acting officer has the **Build** Skill, a high **Intelligence** and a high **Trust** at the Gate.
Observe 20AP	All ranks	Talk with the people and raise the **Trust** at the gate. The higher the **Trust**, the more effective **Repair** will be. <Maximum - 30>
Visit 20AP	All ranks (except from Free)	Visit another city. The city screen will change to the city you are visiting. Returning to your city will not cost any AP.
Pillage 60AP	All ranks (except from Free)	Raid the area around a neighboring city and take gold/supplies. The pillaged gold/supplies will become your own. The target city will lose gold/supplies, and its **Safety** will decrease. You will have a greater chance of success if your officer's **War** Level is high and the target city's **Safety** is low.
Relocate 20AP	Free	Move to another city. The city screen will display the city to which you have moved.

[Fields]

Observe the fields and earn enough Trust to participate in the July festival.

COMMAND	RANK	EXPLANATION
Cultivate 60AP	All ranks (aside from Free)	Increase the city's **Development**. The higher the **Development**, the more supplies you will receive every July. If the acting officer has the **Plow** Skill and his **Charisma** and **Trust** are high, cultivation will be successful.
Observe 20AP	All ranks	Talk with the people and increase their **Trust** in you. The higher their **Trust**, the more effective Cultivate will be. <Maximum - 30>

[Castle]

When you have no jobs to complete, talk with your fellows to strengthen your bonds with them.

COMMAND	RANK	EXPLANATION
Talk 10AP	All ranks	Talk with an officer in the castle, and strengthen your **Bond** with him.
Gift 10AP	All ranks	Give a gift to an officer in the castle, and strengthen your **Bond** with him. Gift-giving yields better results than talking.
Complain 30AP	All ranks	Complain about an officer in the castle and lower his **Loyalty**. The higher the **Intelligence** of the acting officer and the lower the **Intelligence** of target officer, the more chance there is of success. Requires 50 Gold units.
Deposit 10AP	Ruler	Add your own money to the city's funds.
Withdraw 10AP	Ruler	Take money from the city funds and add it to your own.
Apply 10AP	Free	Apply to join the Force that rules the city. If successful, you will become a Vassal.

Barracks

Be sure to raise your tactic skill to 4 before battle.

COMMAND	RANK	EXPLANATION
Train 50AP	All ranks	Train your soldiers and gain experience for **Tactics**. Your **Level** will increase by 1 every time you gain 100 experience points. 1 is the lowest level, followed by 2,3,4,5 and Mastered. You can only Master a skill through battle. The higher your skill, the harder it is to reach the next level.
Observe 20AP	All ranks	Talk with the soldiers in the barracks and raise their **Trust**. <Maximum - 30>

Tavern

Headquarters for a Band. As a Band, you can draft for Free.

COMMAND	RANK	EXPLANATION
Talk 10AP	All ranks	Talk with an officer in the tavern and strengthen your **Bond** with him.
Gift 10AP	All ranks	Give a Gift to an officer in the tavern and strengthen your **Bond** with him. More effective than talking.
Draft 50AP	Captain Comrade	Put out a call among the people and increase your soldiers. The higher the **Charisma/Fame** of the acting officer, and the higher the city's population, the more new recruits you will gather.
Deposit 10AP	Captain	Add money you are carrying to the Band's funds.
Withdraw 10AP	Captain	Take money from the Band's funds and add it to your own.

Inn

This command will be available when a Free Officer or traveler is inside.

COMMAND	RANK	EXPLANATION
Talk 10AP	All ranks	Talk with a Free Officer in the Inn, and strengthen your **Bond** with him. A Ruler or Captain can also offer to hire that officer.
Gift 10AP	All ranks	Give a gift to a Free Officer in the Inn and strengthen your Bond with him. Gift giving is more effective than talking.
Nominate 10AP	Viceroy/Prefect /Warlord/Vassal /Comrade	Suggest to a Free Officer in the Inn that he apply to join your Forces. If the Free Officer agrees, and your Ruler or Captain permits it, then they will become a Vassal or Comrade in the city where the acting officer is based. Costs 10 gold units.

Tower

By Observing often, you may acquire the **Patrol** skill.

COMMAND	RANK	EXPLANATION
Patrol 60AP	All ranks (aside from Free)	Patrol the city and raise **Safety**. The higher the **Safety**, the harder it will be for other Forces to carry out their ploys in your city. It will also make it harder for bandits to emerge, and your population will rise faster. The city's income will also increase. If the acting officer has the **Patrol** skill and his **War** and **Trust** are high, you will get better effects patrolling. Costs 10 gold units (20 if you have another officer with you).
Observe 20AP	All ranks	Talk with the guards and raise the **Trust** in the tower. The higher their **Trust**, the more effective **Patrol** will be. <Maximum - 30>
Campaign 60AP	All ranks (aside from Free)	Rout bandits from the city. Getting rid of bandits will increase **Safety**. You may also find money that the bandits had been hoarding, or be able to hire their leader.

[FACTORY]

By Observing often, you may acquire the **Invent** skill.

COMMAND	RANK	EXPLANATION
Research 60AP	All ranks (aside from Free)	Invest money in the Factory and raise the city's **Research Level**. When the total Research Level of all your cities reaches a certain amount, the **Research Lv**. of your force will increase. This in turn increases the types of troops you can employ in battle, and the types of weapons you can equip them with. If the acting officer has the **Invent** Skill and his **Intelligence** and **Trust** are high, the effects of **Research** will increase. Costs 10 gold units (20 if you have another officer with you).
Observe 20AP	All ranks	Talk with the people and raise the **Trust** in the factories. The higher their **Trust**, the more effective **Research** will be. <Maximum - 30>

[MARKET]

By Observing often, you may acquire the **Trade** skill.

COMMAND	RANK	EXPLANATION
Invest 60AP	All ranks (aside from Free)	Invest money into the Market and raise the city's **Invest Level**. A higher **Invest** will increase your income of gold in the 1st, 4th, 7th and 10th months of each year. If the acting officer has the **Trade** Skill and his **Politics** and **Trust** are high, the effects of **Invest** will increase. Costs 10 gold units (20 if you have another officer with you).
Observe 20AP	All ranks	Talk with the merchants and raise **Trust** in the market. The higher the **Trust**, the more effective **Invest** will be. <Maximum - 30>
Buy 20AP	All ranks	Buy an item with your gold. Can only be performed when there is a merchant in the city. The types of items for sale differ from city to city.
Sell 20AP	All ranks	Sell an item and increase your gold. Can only be performed when there is a merchant in the city, and you are carrying an item to sell.

[HOME]

If you find yourself with some spare funds, hold a banquet. Banquets are a very effective way to strengthen Bonds with other officers.

COMMAND	RANK	EXPLANATION
Train 30AP	All ranks	Raise your officer's abilities (**War/Intelligence/Politics/Charisma**). For every 100 points of experience gained, an ability will increase by 1. Each officer has a maximum value in each ability. When you reach this maximum, you can no longer Train.
Banquet 30AP	All ranks	Gather the officers in the city and hold a banquet, improving your **Relations** with them. You cannot invite officers who are unknown to you. Costs 30 gold units for every participating officer.
Resign 10AP	All ranks (aside from Free)	Resign your current post and leave the city. You will become a Free Officer.
Form 100AP	Free	Invite officers in the city to form a Band. If successful, you will become their new Captain. However, if no one accepts your invitation, you will not be able to form a Band.

[TOWNSMAN]

Your fame may rise, or events occur as you talk to the people.

COMMAND	RANK	EXPLANATION
0AP	All ranks	Talk to the people in the city.

MARRIAGE?

It is possible for a marriage to occur during the game. Once married, you can talk to your partner by selecting **Townsman** and then **Spouse**. What is more, you can also learn new skills from your husband or wife. Increase your fame and await your chance to tie the knot.

OFFICER ABILITIES

An explanation of officer abilities and skills.

ABILITIES

These abilities can be raised by **Train** (p.32).

War	The higher the War ability, the stronger the officer is in battle. Also increases the effects of Patrol (p.31).
Intelligence	The higher the Intelligence, the more successful the officer will be when employing Stratagems or Ploys. Also increases the effects of Repair (p.30) and Research (p.32).
Politics	The higher the Politics, the more successful the officer will be when making demands, annexing or forming Alliances (p.28). Also increases the effects of Invest (p.32).
Charisma	The higher the Charisma, the more successful the officer will be when Hiring (p.7, 26), when sending gifts and when forming or joining Coalitions (p.28). Also increases the effects of Cultivate (p.30).

SKILLS

You can acquire new skills by observing, or talking with specific people.

Fight	Increases maximum War.
Plan	Increases maximum Intelligence.
Govern	Increases maximum Politics.
Charm	Increases maximum Charisma.
Guard	Allows Scare (p.39). You cannot be surrounded.

Plow	Increases effectiveness of Cultivate (p.30).
Trade	Increases effectiveness of Invest (p.32). Also allows officer to Buy (p.27, 32) at a reduced price.
Build	Increases effectiveness of Sap (p.29) and Repair (p.30).
Patrol	Increases effectiveness of Patrol (p.31). Protects against enemy Ploys.
Invent	Increases effectiveness of Research (p.32).

Weather	Allows Weather (p.36) and Wind (p.36).
Medicine	Allows Heal (p.39).

Persuade	Increases effectiveness of Diplomacy (p.28), Hire (p.7, 26), Defect (p.29), Rumor (p.35) and Riot (p.35).
Reverse	Reverse Ploys (Confuse/Taunt) back at the foe during battle.
Taunt	Increases effectiveness of Riot (p.35). Allows the battle ploy Taunt.
Confuse	Increases the effectiveness of Mole (p.29). Allows the battle tactics Confuse.
Rumor	Increases effectiveness of Alienate (p.29). Allows Rumor (p.35).

Infantry	Increases mobility of foot troops.
Cavalry	Increases mobility of mounted troops.
Bowmen	Increases mobility of archers.
Navy	Increases defense in water.
Scout	Allows information on multiple cities to be gathered at once when Spying (p.29).

*If you learn all the skills in one group then you can learn a final, special skill in exchange for some gold.

War Council Commands

Once you decide to March in a Council, **War Council** will be held. War Councils are only held for main forces, not for Reinforcements. During the War Council you can check the status of the armies, prepare your strategy, and ready Traps and Stratagems to use during battle. Selecting Traps and Stratagems takes War Council Points (PP). The number of PP you have depends upon the **Intelligence** of your Commander. You can only use stratagems when you have a Tactician present.

[Conditions]

Check overall conditions before the battle begins, especially the details of reinforcements.

COMMAND	RANK	EXPLANATION
	All ranks	The Tactician will report various information on the enemy. You can see more detailed information if you have spied on the target city. Depending upon your Tactician's **Intelligence**, there may be some information that is not available to you. • **Opponent** - the names of the enemy Commander and Tactician. • **Ally Info** - Existence of Reinforcements for your Forces, and when they will arrive. • **Enemy Info** - Existence of Reinforcements for your enemy, and when they will arrive. • **Battlefield** - Any special geographical features and the castle defenses. • **Strategy** - Predictions on the enemy strategy.

[Strategy]

The more skills that your Commander and Tactician have, the more choice of strategy you will have.

COMMAND	RANK	EXPLANATION
	Commander Tactician	Decide the strategy that you will employ. During battle, the strategy you have selected will alter your Force's offensive strength, defense, mobility and other abilities. • **Jog** - Attackers. Increased mobility. Morale rises for 10 turns. • **Run** - Attackers. Greatly increased mobility. Morale rises for 10 turns. • **March** - Attackers. Normal Movement. • **Scout** - Advanced version of March. Visual range is increased. • **Elude** - Reduce effects of enemy ploys. • **Improve** - Improve chances of your own ploys working. • **Marine** - Improved mobility and defense on water. • **Avoid** - Attackers. Helps avoid traps. Reduces mobility. • **Demolish** - An advanced strategy of Avoid. It releases all traps. • **Garrison** - Place a unit in front of your castle for enhanced defense. Lowers morale. • **Phalanx** - Advanced version of Garrison. Raise defense. Lowers morale. • **Intercept** - Place a unit by an outpost or on the front lines. • **Barrage** - Advanced version of Intercept. Increases range of missile weapons. • **Repel** - Place a unit inside the castle to enhance defense. Lowers morale. • **Ironwall** - Advanced version of Repel. Greatly increases castle defense. Lowers morale.

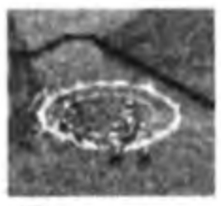
* The strategies that you will be able to select depend upon the skills of your Commander/Tactician.

[Traps]

Traps are best placed close to outposts. A trap can cause critical damage to the foe without you ever having to engage them!

COMMAND	RANK	EXPLANATION
	Commander Tactician (when defending)	Place a trap on the battlefield. Traps can only be used when defending. The type of trap will be determined automatically by the type of ground on which it is placed. It takes 30 PP to lay a trap. You can lay as many as you wish, so long as you have PP remaining. ▸ **Types of trap**

Pit
Roads/flatland



Fire
Plains/forest

Rockslide
Mountains/wasteland

Whirlpool
River/lake

Poison
Swamps/shallows

[PLOYS]

Mirage is very powerful. If you have an officer who has the skill **Sage**, be sure to make them your Commander or Tactician.

COMMAND	RANK	EXPLANATION
/	Commander Tactician	Decide upon Ploys (p.35) to use during battle. Can only be carried out when you have a Tactician present. The ploys available depend upon the skills of your Commander and Tactician. The number of PP expended for each is also different. You can prepare as many ploys as you wish, so long as you have PP remaining.

[ADVICE]

Listen to the opinions of your subordinates. They may suggest a good strategy.

COMMAND	RANK	EXPLANATION
/	Commander	A subordinate will lend his opinion on strategy. If you decide to use the suggested strategy, **Morale** among the troops may rise.

[BEGIN]

Confirm the positions of your Traps and Stratagems you will use, and then start the battle.

COMMAND	RANK	EXPLANATION
/	All ranks	End the War Council and begin the battle.

BATTLE COMMANDS

Battle proceeds with each unit taking turns to carry out Battle Commands. If the number of troops in a unit falls to 0 then that unit is wiped out. The Battle Commands that you can select depend upon whether the officer leading the unit is the Commander, Tactician or just a Vassal, and whether you are defending or attacking.

[PLOYS]

Can only be used when you have both a Commander and a Tactician.

COMMAND	RANK	EXPLANATION
Weaken	Commander (when attacking)	Attack the enemy walls and lower the castle **Defense**. For a couple of turns it will become easier to lower the castle's **Defense**. Weaken will be more likely to succeed if there are few troops in the castle. The higher the **Intelligence** of your Tactician, and the more friendly units you have near to the castle, the more effective Weaken will be.
Tunnel	Commander (when attacking)	Dig a tunnel into the castle. Increases strength of attacks on the castle soldiers for one turn. The higher the **Intelligence** of your Tactician the more effective Tunnel will be.
Rumor	Commander (when attacking)	Spread rumors within the castle, and throw the defenders into confusion, lowering **Morale**. The acting officer will be selected automatically. If the acting officer has high **Intelligence** and the **Persuade** skill, then Rumor is more likely to be successful.
Riot	Commander (when attacking)	Stir up the people in the castle and cause damage to the defenders. The people may even go as far as to open the gates to you. The acting officer will be selected automatically. Can only be selected when a Riot (p.29) has been successful during the Council. If the acting officer has high **Intelligence** and the skill to **Persuade**, then this ploy is more likely to be successful.

COMMAND	RANK	EXPLANATION
Draft	Commander (when defending)	Draft people from within the castle and increase the number of defenders. The number of troops that may be drafted is proportional to the city's **Population**.
Repair	Commander (when defending)	Increase the castle's **Defense**. For a couple of turns, it will become harder to lower the castle's **Defense**. The fewer enemies within visual range of the castle (p.9), the more successful Repair is like to be.
Mayhem	Commander (when defending)	Force all enemy units within sight of the castle to begin fighting each other. Can only be carried out when the Commander is inside the castle. The higher the **Intelligence** of your Tactician, the more successful Mayhem is likely to be.
Escape	Commander (when defending)	Return all allies within sight of an outpost to the castle. May fail if enemies occupy the outpost.
Chain	Commander	Immobilize enemy troops on the water by Chaining them. Immobilized troops cannot move for a couple of turns. The higher your Tactician's **Intelligence**, the more successful Chain is likely to be.
Rally	Commander	Raise the morale of all friendly units. The higher the Commander's **Fame**, the more successful Rally is likely to be.
Wind	Commander	Change the direction of the wind. If your Tactician's **Intelligence** is high, he is more likely to be able to change the wind direction.
Weather	Commander	Change the weather. If your Tactician's **Intelligence** is high, he is more likely to be able to change the weather.
Mirage	Commander	Confuse enemy units with mirages. May only be used when conditions are cloudy. The higher your Tactician's **Intelligence**, the more successful Mirage is likely to be.
Lightning	Commander	Damage numerous enemy units with lightning strikes. May only be used in stormy weather. If unsuccessful, lightning may strike your own troops instead. The higher your Tactician's **Intelligence**, the more successful Lightning is likely to be.

[Move 移動]

Move carefully within your range of sight until you find your footing.

COMMAND	RANK	EXPLANATION
	All ranks	Move the unit. You can then attack, or use a Stratagem or Field Tactic.

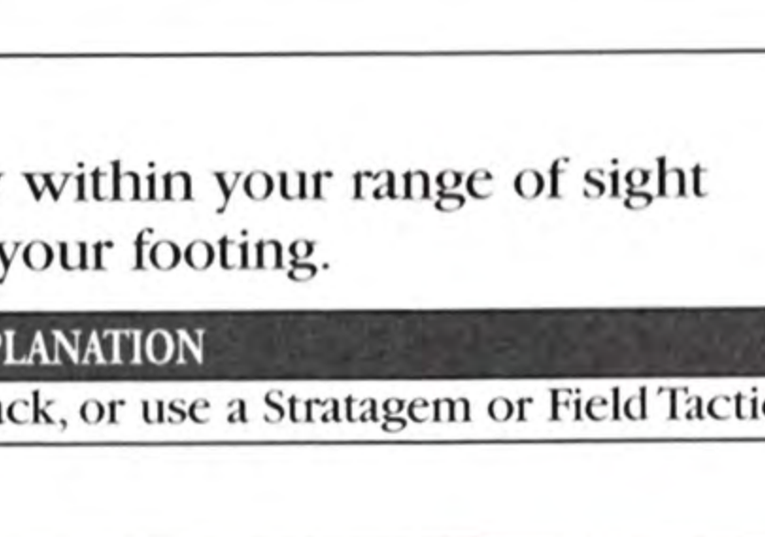
EFFECTS OF WEATHER ON BATTLE

Good weather (Clear)
Improves visibility and unit's range of movement. Increases the effects of **Fire Arrow** and **Blaze**.

Bad weather (Rain/Storm/Snow)
Decreases visibility and unit's range of movement. Tactics involving fire will be weakened or rendered useless.

Cloudy
Allows use of **Mirage**.

Storm
Allows use of **Lightning**.



Be sure to keep an eye on the weather and wind display.

[ATTACK]

Even if a tactic fails, your skill will still increase, so it is best to use them as often as possible.

COMMAND	RANK	EXPLANATION
Normal	All ranks	A close combat attack against an enemy unit or castle. Can be carried out against any enemy unit or castle with which your unit is in contact. The more units you have surrounding the target, the more damage you will do.
Duel	All ranks	Challenge an enemy officer to a Duel. An officer defeated in a Duel faces capture or the loss of his unit.
Arrows	All ranks	Attack by throwing rocks or arrows. Targets may not counterattack. Bowmen, catapults and towers may perform this attack.
Tactics	All ranks	Using a Tactic uses some of a unit's TP. Your TP will recover a little with each turn. The Tactics each unit can use are limited to those that their officer has learned, and which that troop type can use. The rate of success is based upon the officer's **Skill** in that Tactic, and the terrain in which the enemy is situated. INFANTRY/CAVALRY TACTICS • **CHARGE** - Cause increased damage. • **BERSERK** - Attack multiple units within close combat range. • **SPEARWALL** - Infantry units only. Causes damage even greater than Charge. • **TRAMPLE** - Cavalry units only. Causes damage even greater than Charge. (Elephants cannot trample.) BOWMEN/ARBALEST TACTICS • **FIREARROW** - A volley that sets fires. • **VOLLEY** - Cause more damage than a regular Arrow attack. • **BOMBARD** - Perform multiple volleys on multiple enemy units within range. • **ARROWSTORM** - May be performed by Bowmen only. Causes more damage than a volley. (Arbalests cannot use Arrowstorm). OTHER TACTICS • **HARASS** - For infantry and cavalry use only. Causes **Confusion** with the attack (p.9). • **AMBUSH** - For infantry and cavalry only. Causes **Panic** with the attack (p.9). • **SIEGE** - For infantry only. Cause increased damage against a castle.

[SIEGE]

Move to where the Siege Marker is displayed, and these attacks become available.

COMMAND	RANK	EXPLANATION
Normal	All ranks	A close combat attack against a castle. Can be carried out against a castle with which your unit is in contact.
Missile	All ranks	Shoot at an enemy castle with rocks or arrows. Target cannot counterattack. Bowmen, catapults and towers may use this kind of attack.
Storm	All ranks	A Tactic for infantry only.
Sentries	All ranks	Shoot sentries of an enemy castle with rocks and arrows. The target cannot counterattack. Bowmen, catapults and towers can attack in this way.

STRATAGEMS

Some Stratagems can also affect your status.

COMMAND	RANK	EXPLANATION
/	All ranks	Attack using a Stratagem. As with normal Tactics, using Stratagems takes TP. • **TORRENT** – Cause a torrent. Damage all troops on water within the vicinity, and also throw them into **Confusion** (p.9). • **BLAZE** – Set fires in the vicinity. Units standing on a burning area will lose troops every turn. • **ROCKSLIDE** – Cause a rockslide. Damage an enemy unit, and at the same time cause **Confusion** (p.9). • **MAGIC** – Damage enemy units in the vicinity, and also cause **Confusion** (p.9).

TYPES OF TROOPS

Infantry

Foot
All cities can deploy foot troops.

Infantry
A Tech Lv. of 2 or higher is required for infantry. They have a higher defense than foot troops.

Nanman
Taking the cities of Nan Hong in the south allows use of Nanman troops. Excellent at fighting in swamps and forests.

Cavalry

Horse
All cities can deploy horses. They have the highest mobility of all troop types.

Cavalry
A Tech Lv. of 3 or higher is required for Cavalry. They have higher defense than horses, but lower mobility.

ShanQi
Taking You or Liang Province allows use of ShanQi. Excellent at fighting in the mountains.

Elephants
Taking Nan Hong in the south allows use of elephants. They have the highest defense of all troop types.

Bowmen

Crossbow
All cities can deploy cross-bowmen, who can attack at long range. However, their attack power and defense are both weak.

Arbalests
A Tech Lv. of 7 or higher is required for arbalests. They can perform powerful long range attack, but their mobility and defense are both weak.

Water Based Weapon

Ship
A regular vessel. Defense is low.

Boat
Taking Yang Province allows the use of boats. They excel in both attack and defense on water.

Siege Weapons

Catapult
Capable of a very powerful long range attack, but their defense is low.

Ram
An excellent weapon for taking down enemy castles. Can also be used to fight enemies outside the castle, but attack and defense are both weak.

Tower
An excellent weapon for fighting defenders inside a castle. Can also be used to fight enemies outside the castle, but attack and defense are both weak.

[TACTICS]

Generals with high Intelligence should make use of Confuse and Calm. Those with high War Level should use Scare.

COMMAND	RANK	EXPLANATION
Confuse	Officers with the skill **Confuse**	Throw an enemy unit into confusion and stop them from attacking or moving. If the acting officer's **Intelligence** is high, confusion is more likely to take hold.
Scare	Officers with the skill **Guard**	Cause panic among all units within **Range of Vision**. Panicking units cannot attack or move, and their morale will decrease with every turn.
Taunt	Officers with the skill **Taunt**	Causes an enemy unit to move toward the taunting unit.
Heal	Officers with the skill **Medicine**	Heal all wounded troops in one friendly unit.
Calm	All officers	Restore a unit suffering from Panic, Confusion, Taunt or Halt back to normal. The higher the **Intelligence** of the acting officer, the more chance there is of restoring Calm.
Douse	All officers	Put out nearby fires. The higher the **Intelligence** of the acting officer, the more chance there is of putting the fire out.
Betray	All officers	Cause an enemy unit to betray their master. Can only be used against an officer who has successfully been caused to Defect (p.29) during the Council.
Mole	All officers	Cause an enemy unit to fall into confusion. Can only be used against an officer near to whom a **Mole** (p.29) has successfully been placed during the Council.

[ASSEMBLE]

You cannot move in the turn that you assemble, so time the maneuver carefully.

COMMAND	RANK	EXPLANATION
	All officers	Prepare Siege Weapons and change your troop type. Only available to units equipped with catapults, rams or towers.

[DISMANTLE]

You cannot move in the turn that you dismantle, so time the maneuver carefully.

COMMAND	RANK	EXPLANATION
	All officers	Disassemble Siege Weapons and return your troop type to normal. Only available to units equipped with catapults, rams or towers.

[ENTER]

It is vital to prevent the enemy from bringing down your castle.

COMMAND	RANK	EXPLANATION
	All officers (when defending)	Move to the castle gate and then go inside. The Enter Command will only appear if your unit is close to the castle gates. When inside the castle, your wounded troops will gradually heal with each turn. You cannot enter if there is another unit blocking the entrance to the castle.

[SORTIE]

Having entered the castle once, morale will drop sharply upon leaving again. Use Rally to bolster it.

COMMAND	RANK	EXPLANATION
	All officers (when defending)	Leave the castle. You can move as soon as you come out. However, you cannot leave if there is another unit blocking the entrance to the castle.

[RETREAT]

You can avoid capture by retreating before enemy victory is assured.

COMMAND	RANK	EXPLANATION
/	All ranks	Retreat from the battlefield. Attackers will retreat to the city they marched from, and defenders will retreat to the castle or to a nearby city.

[AUTO]

When you have a large number of units to control, putting some of them on Auto may save you time.

COMMAND	RANK	EXPLANATION
/	All ranks	Delegate the actions of the unit to the officer leading it. When set to Auto, units will move according to the judgment of the officer leading them. When you select Auto, the Auto screen will appear. Use the directional buttons to select the unit you wish to set to Auto, and press the ◉ button. The L2 button will turn off Auto on all units. You can also turn off Auto on units on the battle screen by pressing the L1 button.

[WAIT]

Waiting for the enemy to come to you is another perfectly good tactic.

COMMAND	RANK	EXPLANATION
/	All ranks	Stop giving orders for this unit, and move onto the next unit.

DUEL COMMANDS

A Duel occurs when an officer accepts a challenge during battle, or when a Personal Command leads up to a duel.

1. Select a category (Main, Policy etc) and use the ⊗ button to alter it.
2. After deciding how to attack and defend, press the ◉ button.
3. The duel begins. Reduce your opponent's health to 0 to win. If either side flees then the duel is a draw.

ATTACKING

[MAIN]

Run, fight, or perform a special action.

COMMAND	EXPLANATION
Attack	Perform a normal attack. Select either large or small and your method of defense.
Special	An action other than attacking. Select Restore, Ridicule or Overawe, and then how you will defend.
Flee	Abandon the duel. If you fail to flee then you will be attacked by your opponent.

POLICY

Expending while using small or large attack may result in a special attack.

COMMAND	EXPLANATION
Small	An attack of average strength, but with high accuracy.
Large	A powerful attack, but with low accuracy.
Restore (special only)	Restores Will. Does not attack.
Ridicule (special only)	Mock your opponent and enrage them. If successful, their defense will fall and they will only be able to select **Expend** under Will. They will also be unable to use **Special** or **Flee**.
Overawe (special only)	Overawe and discourage your opponent. If successful, their attack will fail and they will only be able to select **Expend** under Will.

WILL

When it comes to the deciding moment, select Expend and throw everything you have into one last attack.

COMMAND	EXPLANATION
Conserve	Attack without expending any Will.
Expend	Expend Will and attack, increasing the strength of your blow. This can also produce a special attack.

DEFENDING

DEFENSE

Counter and Parry will help you avoid special attacks.

COMMAND	EXPLANATION
Parry	When your opponent attacks, defend with all your might. Raises your Defense.
Counter	When your opponent attacks, look for an opening and Counterattack. Lowers Defense.

WILL

Expend Will to increase your Defense, and if necessary play for a draw.

COMMAND	EXPLANATION
Conserve	Defend without expending any Will.
Expend	Expend Will and defend, increasing your Defense. This can also negate any special attacks that your enemy may unleash.

ITEMS

Items can raise officer abilities or bestow skills upon them. The higher the cost of an item, the more effective it will be. You can also give items as gifts or rewards to increase your friendship with other officers, and raise their loyalty. You can buy items from the market, and you will also sometimes receive them when observing.

If you find yourself with some money to spend, check out the market. Who knows what you might turn up?

General Commands

These commands can be used on the Council Screen, City Screen, War Council Screen and Battle Screen by pressing the START or SELECT buttons. They allow you to save or load the game, and view tutorials or game information.

[Map]

You can check for more detailed information on cities you have spied on.

COMMAND	SCREEN	EXPLANATION
	Council/City	A map of the entire land.

[Menu] START button

Be aware that you cannot save or load during a War Council or during battle itself.

	COMMAND	SCREEN	EXPLANATION
Info	City Officer	Council/City	Displays an overview of the officers you have in your current city.
Info	**Officer**	Council/City	Displays an overview of all officers. Selecting one from the list will display more detailed information.
Info	**City**	Council/City	Displays an overview of all cities. Selecting one from the list will display more detailed information.
Info	**Force**	Council/City	Displays the overview of all Forces. Selecting one from the list will display more detailed information.
Info	**Region**	Council/City	Displays an overview of all regions. Selecting one from the list will display more detailed information.
Info	**Titles**	Council/City	Displays the overview of all titles in each force.
Info	**Special**	Council/City	View current disasters and the location of merchants and the Han Emperor.
	Save	Council/City	Save data during the game (p.13).
	Load	Council/City	Load and continue a saved game.
	Settings	All screens	Change the game settings.
	Quit	All screens	End the game and return to the title screen.

[Help] SELECT button

Be aware that you cannot Save or Load during a War Council or during battle itself.

COMMAND	SCREEN	EXPLANATION
Tutorial	All screens	Refer to the Game Tutorial.
Commands	All screens	See explanations of all the commands in the game.
Glossary	All screens	See explanations of all the terms used in the game.

[Info List (Battlefield)]

Can also be viewed from the Menu.

COMMAND	SCREEN	EXPLANATION
Player	Battle screen (● button + ↑ directional button)	View an overview of your units. From here, you can view the skills and tactics that each unit has.
Unit	Battle screen (● button + ↓ directional button)	View information on all units in the battle (aside from enemy units that are out of visual range.)
Overall	Battle screen (● button + ← directional button)	View the battle status, weather and wind direction.
Ploy	Battle screen (● button + → directional button)	Display the overview of ploys available for use.

INDEX

A

Advice 35
Alienate 29
Alliance 28
Ambush 24, 37
Annex. 28
Annul. 28
AP 6
Apply 24, 30
Arrows 37
Arrowstorm 37
Assemble 39
Assign 23, 26
Attack 9, 37
Attack (Duel) 40
Attacking 40
Auto. 6, 22, 40
Award. 26

B

Bandits. 21
Banquet 22, 32
Barracks 24, 31
Battlefield 34
Battle Screen 20
Begin 35
Berserk. 37
Betray 39
Blaze 38
Blizzard 21
Buy (Personal) 24, 32
Buy (Strategy) 27

C

Calm 39
Campaign 31
Castle. 30
Charge 24, 37
Cities 5, 19, 23, 25, 42
City Officer 19, 42
City Screen. 18
Chain. 36
Claim. 24, 27
Class 4
Coalition 19, 28
Commander. 8, 9, 27
Complain. 30
Condition Effects. 9
Conditions. 34
Confuse 9, 39
Conserve 41
Controls. 14
Council 5, 6
Council Screen. 18
Coup 23, 27
Counter 41
Cultivate 6, 7, 30

D

Defect 29
Defending 41
Defense 41
Delegate. 25
Demand. 28
Deposit (Personal - Castle). 30
Deposit (Personal - Tavern) 31
Difficulty 14
Diplomacy 23, 28
Disaster 21, 42
Dismantle 39
Displaying Information 11
Draft (Personal) 24, 31
Draft (Strategy) 27
Draft (War Council) 36

E

Enemy 4
Enemy Info 34
Enter 39
Escape 36
Event Collection 12, 17
Expend. 41

F

Factory. 32
Fame 4
Fields 7, 30
Firearrow 37
Flee 40
Flood 21
Force 19, 42
Forced March. 9
Form 24, 32

G

Game Controls. 10
Game Over 5
Gate. 30
Getting Started 12
Gift (Personal) 30, 31
Gift (Strategy) 28

H

Halt 9
Han Emperor. 21
Harass 37
Heal. 39
Help. 42
Hire 7, 23, 24, 26
Hire Officer 13, 15, 16
Home. 32

I

Info Control. 11
Inn. 7, 31
Invest 6, 32
Item Collection 12, 17

J

Join 28

L

Large 41
Lightening 36
Load. 12, 15
Locust 21

M

Magic. 38
Main (Dual). 40
Map 42
March 8, 23, 27
Market 32
Mayhem. 36
Merchant . . . . . 18 ,21
Menu 15, 42

Military 26
Mirage 36
Mode 14
Mole (Strategy) 29
Mole (War Council) 39
Move (Strategy) 24, 27
Move (War Council) 9, 36

N

New officer 12,16
Nominate 31

O

Observe 7, 23, 24, 30, 31
Officer Abilities 33
Officers 19, 42
Opponent 34
Organize 23, 25
Outpost 8
Overall 42
Overawe 41

P

Panic 9
Parry 41
Pay 4
Personal Gold 18
Personnel 26
Pillage 30
Plague 21
Ploys (Battle) 35
Ploys (War Council) 35
Policy 25
Policy (Dual) 41
Prefect 23, 26
Privilege 6
Propose 25
Proposing Officer 6

Q

Quit 42

R

Rally 36
Range of Vision 9
Rank 4
Recommended Scenarios 12
Region 22,23,25,42
Reinforcements 22, 23, 27
Release 26
Relocate 24, 30
Repair (Battle) 36
Repair (Personal) 6, 30
Repulse 37
Research 6,32
Resign 32
Restore 41
Retreat 40
Ridicule 41
Riot 29, 35
Rockslide (Battle) 38
Rockslide (War Council) 34
Rumor 33
Rumor 35

S

Safety 31
Sap 29
Save 15, 42
Scare 39
Sell (Personal) 32
Sell (Strategy) 27
Seize 26
Sentries 37
Settings 14, 15, 42
Siege 37
Skills 4, 33
Small 41
Sortie 39
Spearwall 37
Special 40
Spy 23, 29
Start New Game 12, 13, 14
Stratagem 38
Strategy 25, 34
Strategy Commands 6, 25
Supply lines 8
Sworn Brother 24

T

Tactics 4, 9, 24, 37
Tactics (Strategy) 29
Tactician 8, 23, 27
Talk 22, 30, 31
Tavern 31
Taunt 9, 39
Title 42
Torrent 38
Tower 31
Townsman 32
TP 9, 37
Train (Personal-Barracks) 24, 31
Train (Personal-Home) 24, 32
Trample 37
Transfer 23, 26
Transport 23, 26
Traps 34
Types of Troops 38
Tunnel 35
Typhoon 21

U

Unit 42

V

Visit 30
Volley 37

W

Wait 40
Wander 27
War Council 5, 23, 24
War Council Points 8
War Council Screen 20
Warlord 23, 26
Weaken 35
Weapons 38
Weather 20, 36
Weather (War Council) 36
Will 41
Wind 36
Winning conditions 9
Withdraw (Personal-Castle) 30
Withdraw (Personal-Tavern) 31
Withdraw (Strategy) 28

WARRANTY

90-day limited warranty

KOEI Corporation warrants to the original consumer purchaser that this game CD shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, KOEI will repair or replace the game CD, at its option, free of charge.

To receive this warranty service:

1. Send in your Registration Card.
2. Save your sales receipt, indicating date of purchase, and the UPC code found on the game packaging.
3. If your game is covered under a store warranty, return the game CD to the store at which you purchased the game.
4. If the game develops a problem requiring service during the 90-day warranty period, and is not covered by a store warranty, notify KOEI Corp. by calling the Customer Service Dept. at **(650) 692-9080**, between the hours of 9:30 a.m. to 5 p.m. Pacific Standard Time, Monday through Friday.
5. If the KOEI Service Representative is unable to solve the problem by phone, you will be provided with a Return Authorization number. Record this number prominently on the outside packaging of your defective game CD, enclose your name, address and phone number, and return the game CD, FREIGHT PREPAID AND INSURED FOR LOSS OR DAMAGE, together with your sales receipt and the UPC code within the 90-day warranty period to:

KOEI Corporation
1818 Gilbreth Road, Suite 235
Burlingame, CA 94010

This warranty shall not apply if the game CD has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

Online Support

For information on other KOEI games, or to find hints on specific titles, please visit our website at: **www.koei.com**

KOEI CORPORATION, 1818 Gilbreth Road, Suite 235, Burlingame, CA 94010

The KOEI logo is a trademark of KOEI Co., Ltd. in Japan and/or other Countries.
Romance of The Three Kingdoms is a registered trademark of KOEI Co., Ltd. ©2003 KOEI Co., Ltd.

Licensed for play on the PlayStation 2 computer entertainment systems with the NTSC U/C designation only. "PlayStation" and the "PS" Family logo are registered trademarks of Sony Computer Entertainment Inc. The ratings icon is a trademark of the Interactive Digital Software Association. Manufactured and printed in the U.S.A. THIS SOFTWARE IS COMPATIBLE WITH PLAYSTATION 2 CONSOLES WITH THE NTSC U/C DESIGNATION. U.S. AND FOREIGN PATENTS PENDING.

koei™

www.koei.com